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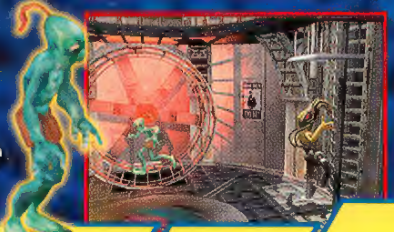

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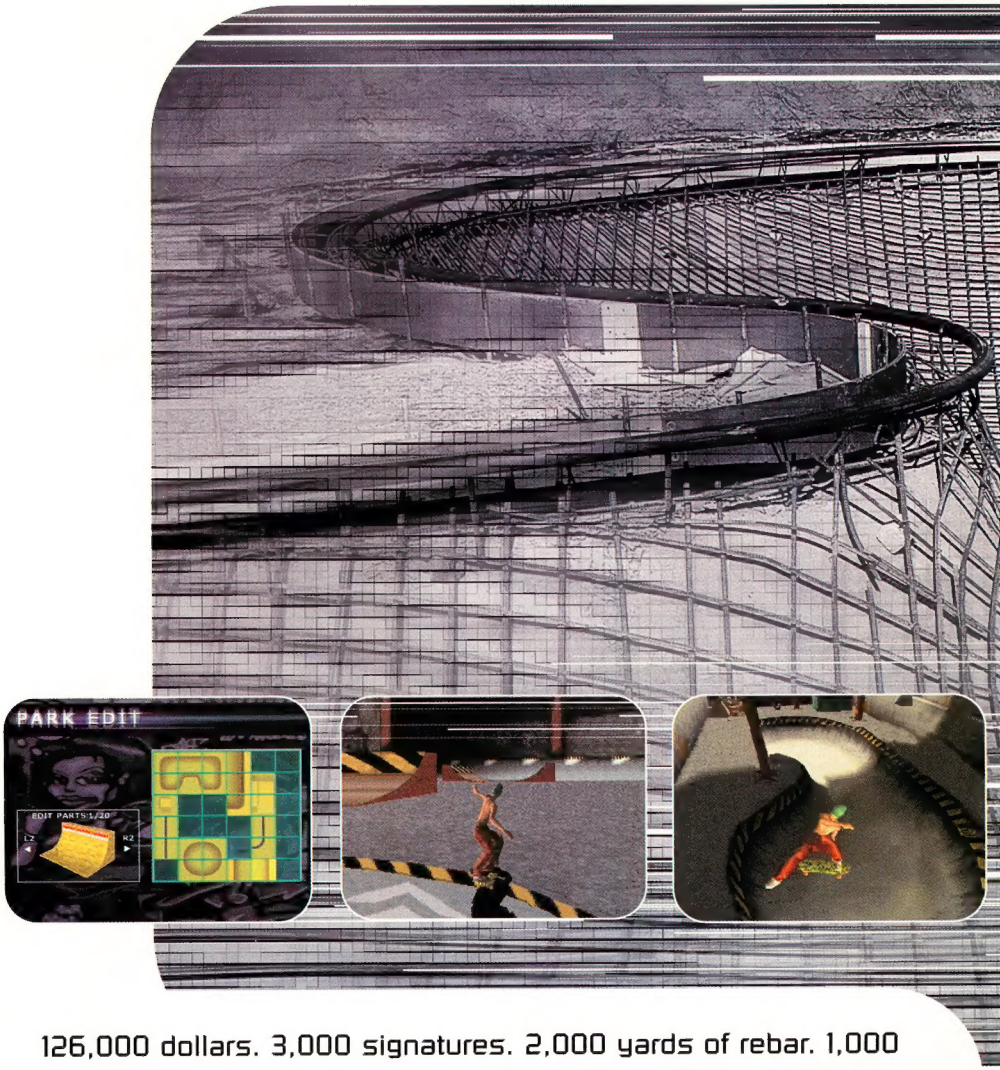

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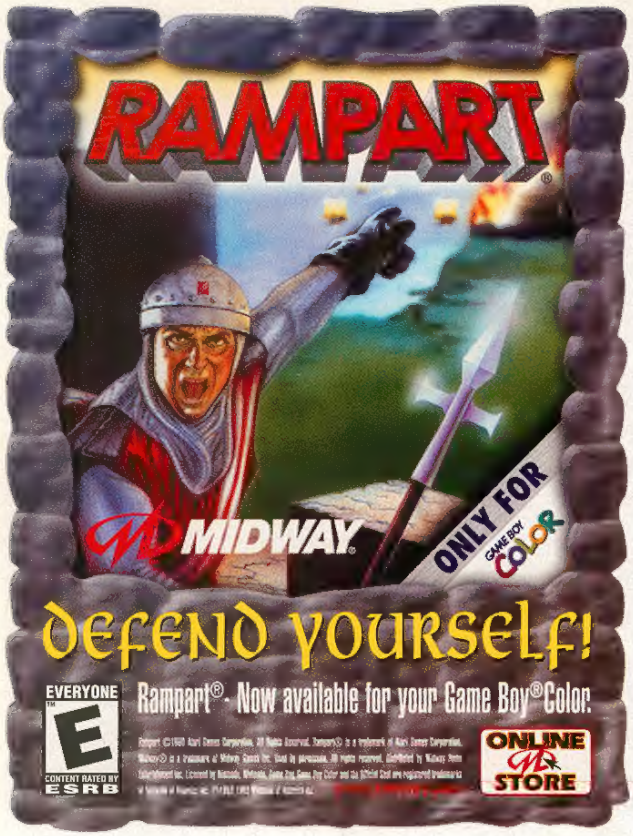

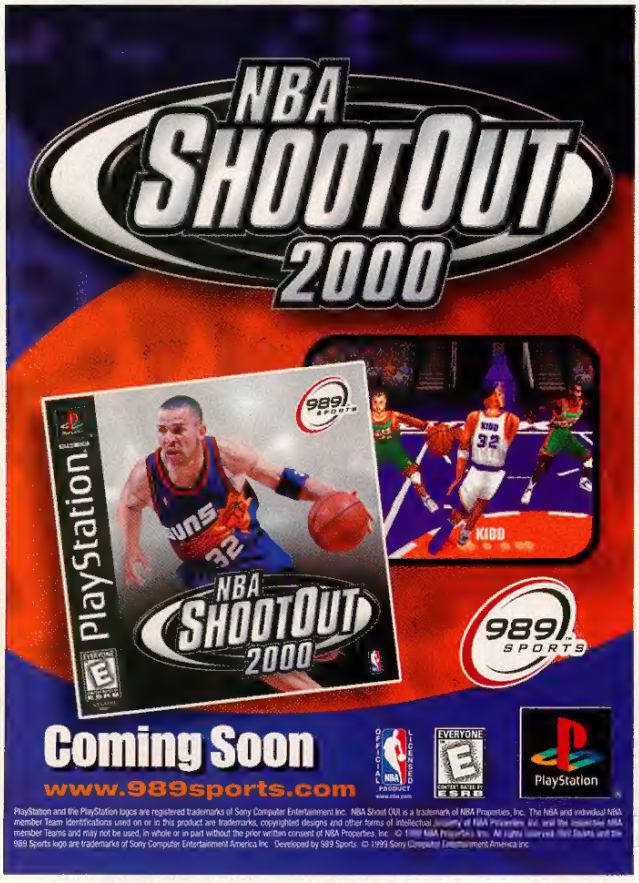

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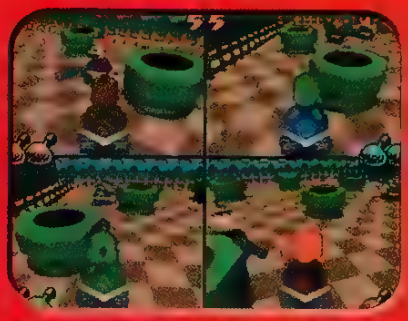

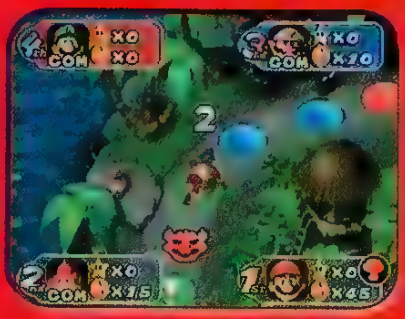

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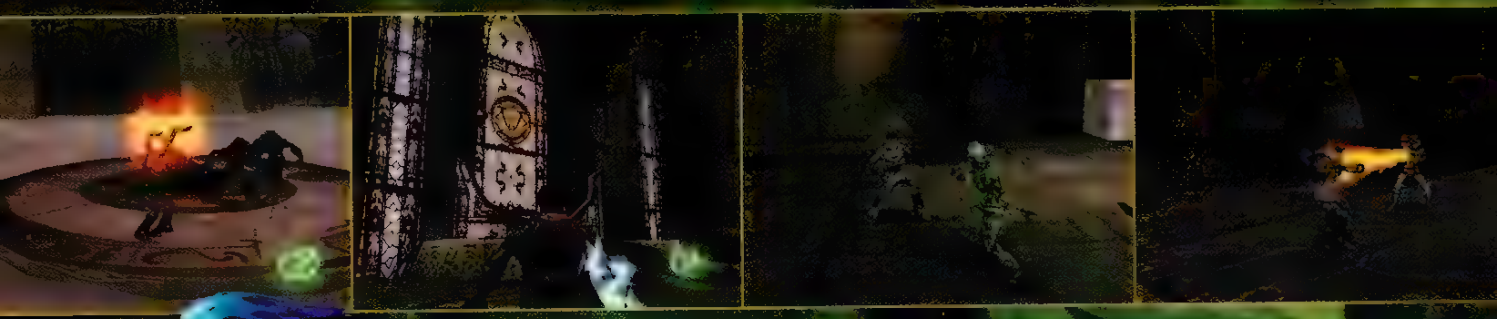

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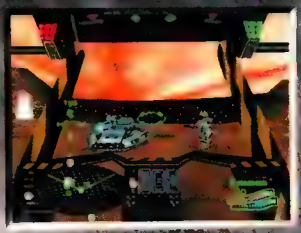

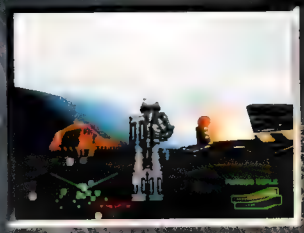

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"Think of it like Doom meets Command and Conquer"
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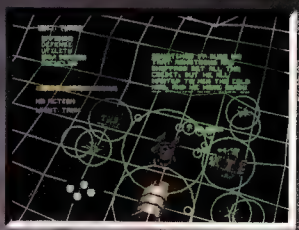

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EDITOR'S LETTER

Can We Learn To Love Pokémon?

The only way to escape Pokémania is to hide your head in the sand. On second thought, that's not going to work either—Pokémon games have even invaded this issue's cover!

The figures for '99 are still being tallied, but at least 180 million Pokémon games have already been sold worldwide since '96 (when the series first debuted in Japan), including 6 million games in the U.S. And Pokémon has been around here for only a little more than a year! In this issue, we're previewing Pokémon Trading Card (Game Boy, available February), Pokémon Stadium (N64, available March)—the latest games to star the little pocket monsters who would rule the world—and, in the same article, we're covering Pokémon Gold and Silver (Game Boy, available now in Japan, here in September).

If you're struggling to wrap your brain around the Pokémon phenomena, here's our take: Pokémon games are RPG-lite. Good role-playing games hook you with their characters—you take responsibility for helping them evolve—and, as if to drive the point home, Pokémon actually evolve into other Pokémon. Furthermore, Pokémon are the last living relatives of virtual pets. Remember Digimon and Tamaguchi? Let's face it, human beings find it compelling to own, raise, and nurture creatures whether they're dogs, cats—or weird monochrome beasties. Plus, Pokémon games are epic journeys of exploration and discovery. In this case, to find more Pokémon…and you gotta catch 'em all.

Last but not least, this is an outrageous example of Fad-Building 101. TV show, movie, action figures, comic books, fast-food toys, T-Shirts, lunch boxes…ack!

We suggest you get to know and love your pocket monsters. The Japanese are already in month 48 of the age of Pokémon. We have a long way to go.

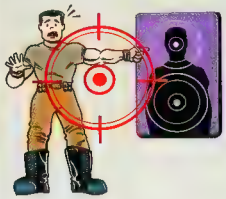
The GamePros
San Francisco, CA
letters@gamepro.com

LIGHT GUN CONTROL

Everybody is looking forward to the arrival of the PlayStation 2–but one thing everyone has forgotten is that with advanced systems like this come new responsibilities and new problems. It's possible that new shooting games for this system will display enemies who will look and behave more realistically than ever before, making it ever more difficult to differentiate between video games and real-life. This means that when kids shoot someone in reality, they won't even flinch because they will have been desensitized by the games. Somehow, I don't think that Sony has thought about that problem.

▶ **Stephen Mitchell**
Phoenix, AZ

Whoa, partner. Don't know much about gun ownership in AZ, but you say "so when kids shoot someone in reality" as if packing heat and shooting someone is just a fact of growing up! You ever handle a real firearm? Aiming a piece of plastic at a TV screen in your living room must be different from aiming tempered blue steel at a living, breathing human being out on the street. Pulling the trigger on a real weapon is another experience completely. Kids are a lot more together than you think; most of them know what's real and what isn't. Those kids that can't handle reality need more help than Sony can provide by changing video games.



VIOLENCE EVERYONE'S CONCERN

I would like to compliment you on the way you're dealing with the issue of violence in video games. I first noticed your efforts in the Editor's Letter for the July '99 issue [page 20]. I actually made a copy of it and put it up in my room. I've also noticed that you've been running full-page ads for the Boys Town National Hotline, which I think is very noble of you [see, for example, page 293, December '99], then there's the ESRB rating page for reviewed games [for instance, see page 179, January]. Thank you for making the effort to keep readers (like me) safe and aware.

▶ **Aaron Smith**
El Paso, TX

GamePro is committed to doing its part to address the issue of violence in our culture. You can do your part by looking out for kids who are troubled or alone. There are plenty of worthy organizations and programs across the country seeking to help young people deal with such problems. In fact, we invite you to tell us about organizations you know about that are trying to help teens avoid violence.

MAXIMIZING N64 POTENTIAL

I feel that the Nintendo 64 is not being used to its fullest potential by 95 percent of game developers. Mario 64, Banjo-Kazooie, GoldenEye 007, and The Legend of Zelda: Ocarina of Time should be the rule, not the exception. These games don't even require the extra memory of the Expansion Pak. Is the inability of companies to make quality games due to laziness, lack of ability, or lack of funds?

▶ **Ken J.**
New Castle, PA

Let's see: yes, yes, and yes. It's interesting that all the games you name were created by Nintendo or Rare. Ultimately, whether or not a game is well-crafted and fun to play boils down to the talent of the people who design it and the resources at their disposal.

MILLIONAIRE WANNABE

I bet you $1,000,000 Nintendo will be out of the hardware business by 2001. Just look at the 64DD, which was supposed to come out. Nada. Dolphin? Dunno. Nintendo is going to be like Atari: down and out. Don't get me wrong–I still play my N64 once in a while.

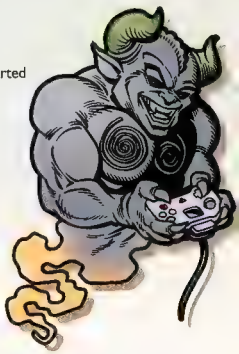
▶ **AirUBreath via Internet**

First of all, you don't have $1,000,000. Second of all, Mr. I-Still-Play-My-N64, Nintendo's track record for top-quality game machines speaks for itself. Plus, last November, NEC built a chip factory in Japan solely dedicated to stamping silicon for its upcoming Dolphin; also, as of August '99, Nintendo had sold 2.68 million Game Boys—more than was sold in all of '98. As long as there are video games, there will be Nintendo…bet on that.

THE SIGN OF THE BEAST?

I just watched *Wishmaster 2* on video and noticed that the Sega Dreamcast logo is on the demon's chest. What gives?

▶ **Ian Loftin**
Shreveport, LA



Are you the guy that started that crazy Pokémon-is-the-work-of-Satan bullpuckey? Sega paid thousands of dollars to the brightest marketing minds in the business to design the Dreamcast logo. You'll note that the "tail" of the curly-cue Sega logo points down, while the "tail" of the curly-cue symbol on the chest of the evil djinni in *Wishmaster 2* points up. Remember, Sega paid thousands of dollars to the brightest marketing minds in the business for that Dreamcast logo.

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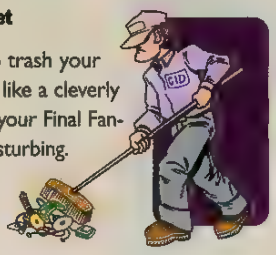
What's Up With Cid?

Does SquareSoft have an obsession with the name "Cid"? There is at least one Cid in every Final Fantasy game (with the exception of Final Fantasy Mystic Quest), in all of the versions for the Game Boy, and in FFI for the NES–for example: Cid Master Engineer (FFII), Cid Head of the Esper Research Project (FFIII), Cid Head of Chinra's Space Program (FFVII), and Headmaster Cid of Balamb Garden (FFVIII). What does this mean? Is it a government conspiracy? Is it a secret code giving the date the world will end? Or does SquareSoft just like the name?

▶ **SGoku2698 via Internet**



At first we were going to trash your letter because it sounded like a cleverly disguised list and because your Final Fantasy fanaticism is a little disturbing. However, Major Mike (a similarly disturbed individual) checked it out and came up with the following response: "As far as I know, SquareSoft doesn't have an obsession with the name Cid—but this isn't the only character name featured in multiple Final Fantasy games. For example, the names Biggs and Wedge (a homage to *Star Wars*?) have been featured in Final Fantasy VI, VII, and VIII. A character named Cid was also a playable party member in Final Fantasy VII. I think SquareSoft likes the name Cid, and, because no two Final Fantasy stories are connected, using the name repeatedly is an indirect way of linking each game."

Shellshocked

Is Major Mike a ninja turtle?

▶ **Leemark Poitier via Internet**

Now you've done it! You made Major Mike mad. Do you see a shell on Mike's back? Do you see any goofy ninja gear? Help us put a smile back on the Major's face: Anyone who can figure out which classic video game character the Major is modeled on wins a No-Prize and a cool *GamePro* T-Shirt (see below for address).

What's in a Name?

Why do your writers have fake names that go with little weird pictures?

▶ **lg88 via Internet**

What you call "fake" names are actually clever anagrams for each writer's real name. Please don't send another letter until you've figured them all out. As for the "little weird pictures," they are a public service: You don't want to see what these guys really look like.

A Laughing Matter

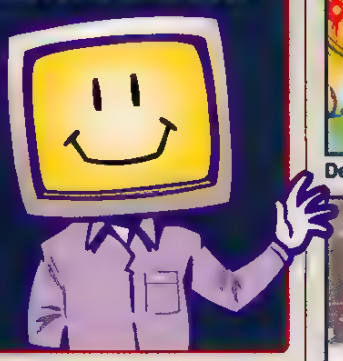
I like to read jokes. It would be a great if *GamePro* published a section featuring video-game related jokes in every issue.

▶ **Gustavo Sandoval**
Los Angeles, CA

Your idea is insane—but it's so insane, it may be good! This idea will remain simply "insane," however, unless you make us laugh. Okay, readers, send your can't-miss video game jokes to:

***GamePro* magazine**
Head2Head/Insane Jokes
P.O. Box 193709
San Francisco, CA 94119-3709

Congratulations to Dann Latanzio, who deciphered Dan Elektro's brainbusting code in the "PC GamePro" section. As Mr. Latanzio discovered, all of those 1s and 0s in the background spelled out "PC GamePro" in binary code. For his hard work, Dann will receive a cool *GamePro* T-Shirt.



Calling All Past Art Attack Winners!

Has your drawing won as "Pick of the Month," but we still owe you a *GamePro* T-Shirt? If so, send us a note with the issue featuring your artwork, plus your name, address, and T-Shirt size, and we'll make it right! Keep those masterpieces coming!

Tell Us What You Think!
This is your magazine, so tell us what you'd like to see in it. Send your letters to:

***GamePro* magazine**
Dear Editor
P. O. Box 193709
San Francisco, CA 94119-3709

We cannot publish all letters and e-mail messages, and we cannot send personal replies to your letters or e-mail.

Art Attack

Marcus Williams, Lilburn, GA

Devin Baimes, Elk Grove, IL

Riccardo Faidutti, Saudi Arabia

Send Us Your Art!
***GamePro* magazine**
Art Attack
P. O. Box 193709
San Francisco, CA 94119-3709

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Boot camp for your thumbs.

Get into the game

TARGET

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Buyers Beware

By The Watch Dog

Ah, the month of giving roses and candied hearts is among us. This year, I've been charmed by Miss Spell; she can cast any spell she wishes on me! If Cupid could only eliminate our concerns with companies that make lousy games, then this month would be total bliss.

Submissions

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

GamePro's Buyers Beware
P.O. Box 193709
San Francisco, CA 94119-3709

Or e-mail us at:

buyers beware.gamepro@gamepro.com

You Make the Call

Having problems with hardware or software from Sony, Nintendo, or Sega? Here are the customer service numbers to call:

Sony: 800/345-7669
Nintendo: 800/255-3700
Sega: 800/872-7342

Q How long does the Dreamcast's VMU battery last? And when the battery dies, will the saved information get erased?

Marc Matters
Via Internet

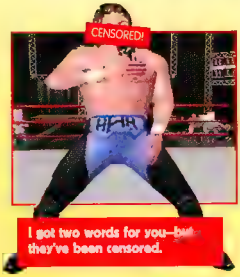
A A Sega customer service representative replies: "The battery inside the Dreamcast VMU will last for seven days of continuous gameplay. Information is not erased and is retained in the unit if the battery dies. If you're not using the unit, put it in Sleep mode to conserve the battery."

Q Why can't I hear HHH's and Road Dogg's smack talking in their intros on WWF Attitude for the N64 and PlayStation? You can see they're saying something into the microphone, but you can't hear anything.

SDASSaidSo
Via Internet

A An Acclaim customer service rep explains: "The wrestlers' speeches were removed because they were deemed inappropriate for the game."

The Watch Dog adds: If the wrestlers' dialogue was inappropriate, then why did they have them speak into a microphone without any sound during their introduction? That really does suck!



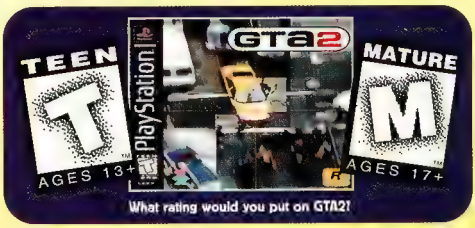
Q I recently bought Grand Theft Auto 2 for my children. While watching them play, I became flabbergasted to see so much violence in the game—from the story line to the actual missions players need to accomplish to get ahead. How can a game that revolves around so much violence be rated only Teen by the ESRB? GTA2 for the PC is rated Mature, so what's the difference between the two versions? As a concerned parent, it's disheartening to see a brutal game receive only a Teen-rating from the ESRB.

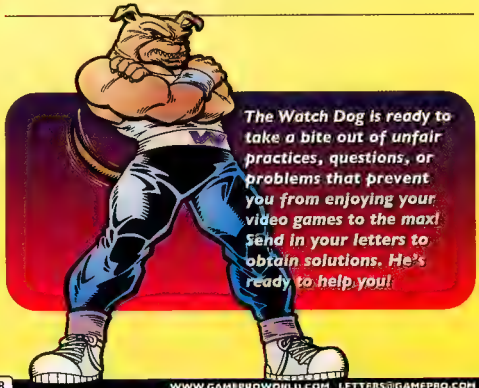
Arthur Chandler
Via Internet

A An ESRB spokesperson answers: "Grand Theft Auto 2 for the PlayStation was rated Teen because it doesn't contain the same amount of violent elements found in either the original GTA or in GTA2 for the PC. Omitted from the game were references to drug use and prostitution and the strong use of profanity. Also, GTA2 for the PlayStation isn't graphically as intense from an overhead perspective as it would be from a ¾- or first-person perspective game."

The Watch Dog gnaws: Determining the ESRB rating for games can be challenging. When does a Teen-rated game cross the violence line and become Mature-rated game?

Though that line is subject to individual opinions, the Entertainment Software Rating Board has guidelines to determine consistent ratings. However, GTA2 isn't the only game to showcase violent behavior that's still rated Teen: For example, Tomorrow Never Dies contains what the ESRB described on the box as, "Animated blood, animated violence, and suggestive themes." Still, it's rated for 13-year-olds and up. Bottom line: Games are rated depending on the amount of visual violence depicted—and on the subjective opinions of the people on the ESRB, who may deem one perspective more violent than another, James Bond–violence as comic-book violence, etc. An ESRB rating, therefore, should not be looked on as the definitive answer on how violent a game is—the ratings serve rather as general guides on what to expect in a game. But they are not foolproof. As a consumer, you may want to preview the game yourself before making a purchase. If you would like to inquire more about a rating on a specific game, call the Entertainment Software Rating Board at 212/759-0700 or visit www.esrb.com.

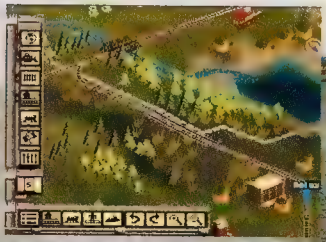



The Watch Dog is ready to take a bite out of unfair practices, questions, or problems that prevent you from enjoying your video games to the max! Send in your letters to obtain solutions. He's ready to help you!

RAILROAD TYCOON II

Explore uncharted territory and stake your claim!

Bulldoze the competition and increase your holdings!



Construct an intricate network one station at a time!

FORGE AN EMPIRE ON IRON HORSE POWER

PlayStation

EVERYONE E CONTENT RATED BY ESRB

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TREMOR ENTERTAINMENT

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MATURE
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Can You Survive the Horror?

Resident Evil 2. Now on Nintendo® 64.

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If the suspense doesn't kill you, something else will.

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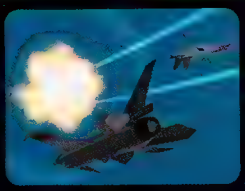


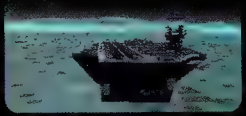
001

search

- You're in the Kill Zone. Engage in maximum dogfighting action. Climb in the cockpit of 22 cutting-edge aircraft. Fly in 36 furious missions; air-to-air, air-to-ground, air-to-sea, even into the stratosphere.
- For the 1st time on the PlayStation® game console. Pilot your fighter during mid-air refueling or opt for the autopilot.

engage

002



003

- Night Fight. Instrument Landing Systems and night carrier landings are all mission critical when you're dueling after dark.

destruction

- Lock and Load. The all-new 3D Virtual Cockpit mimics the exact movements of the pilot's head during combat, so the player never loses sight of the action.

ACE COMBAT 3
electrosphere

FROM THE MAKERS OF AIR COMBAT

EVERYONE
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CONTENT RATED BY ESRB

PlayStation

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ACTUAL IN-GAME SCREENSHOTS.

Sega Shows Prototype Peripherals

Dreamcast Zip drive, camera, and network card revealed

At a recent event for the telecommunications charity organization known as The Okawa Foundation (sponsored by Sega's parent company, CSK), Sega offered attendees a rare peek at some innovative future Dreamcast peripherals.

The previously announced, but never seen, Zip drive was on display. The mockup unit matched the Dreamcast's color and was stored beneath the system. The Iomega-built device also featured a USB port, and plans call for the drive to interface with a Windows-based PC for easy saves and data transfers.

The Dreamcast camera, which was also shown, will give gamers the chance to see their friends as well as defeat them. Players will be able to dial and connect to their favorite fellow Dreamcast-camera owner and exchange moving video feeds (albeit choppy ones at this stage). There are plans to use it on the Internet as well. The camera's video will receive audio via the Dreamcast microphone, which plugs into the VMU slot of a controller. It's the same microphone used in the Japanese game Seaman: Forbidden Pet (for more info on that game, see "Sneak Previews").

Last, but not least, was the Dreamcast network card to be utilized in the system's modem slot. Its full applications are unknown—true networking, cable modem access, or a glorified link cable?—but it will be interesting to hook up multiple Dreamcasts.

Much wider than a PC Zip drive, the Dreamcast's disk drive doubles as a base platform.

There's no word on when any of these gadgets will be available—this was a display for the benefit of some of telecommunication's brightest minds and was not a formal press event—but the fact that working prototypes already exist should give Dreamcast owners something to look forward to.

▶ The Dreamcast microphone plugs into the controller's VMU slot.

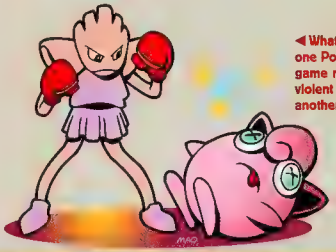
Video Games Report Card '99

It's back. The National Institute on Media and the Family released its 1999 findings on the video game industry, and they're pretty much what you'd expect: a statement that the game industry still has a lot of work to do and lots of references to psychological studies that link violent behavior to violent video games.

The Institute's creator, Dr. David A. Walsh, found that though all games are now rated, those ratings are not always accurate. In addition, the report urged retail and rental stores to further educate consumers and to enforce the rating system; action figures based on Mature-rated games like Turok and Metal Gear Solid caught heat in the report because they were listed as appropriate for children as young as four or five years old.

Unfortunately, the annual study was still riddled with factual errors about the games and with questionable judgements. In the KidScore game rating section, Pokémon Red and Blue were judged as containing a safe amount of violence, while Pokémon Yellow received a "caution" warning—as did seemingly kid-friendly games like Disney's Tarzan, Lego Racers, and Toy Story 2. Mortal Kombat Gold was cautioned for nudity, presumably thanks to the female fighters' skimpy outfits.

Ultimately, however, the report called for parents to "take a more active role in supervising children's purchase, rental, and playing of video and computer games." The full report can be found online at www.mediafamily.org.



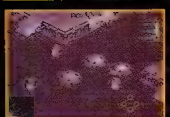
◀ What makes one Pokémon game more violent than another?

NEWS BITS

So You Wanna Make a Game, Huh?

Playing games is one thing—making them is another. Veteran game journalist, Marc Saltzman, has created *Game Design: Secrets of the Sages* for gamers who want to pick the brains of some of the most successful pros today, including Shigeru Miyamoto, Sid Meier, David Perry, and dozens more. From puzzle creation and user interfaces to selling your finished product, it's a nontechnical primer for gamers with big dreams.

StarCraft 64 Delayed



If you're patiently waiting to check out the port of the acclaimed PC real-time strategy game, StarCraft, on your N64, the stars aren't quite in alignment yet. Nintendo announced that it's still tweaking the game and that it won't be released until April. In the meantime, the *GamePro* review in the November '99 issue (which ran with Nintendo's permission) will give you a hint of what's to come; if Nintendo makes any significant changes to the game, we'll be sure to update the review.

Lara's Got a Stacked Deck

First Pokémon followed Magic: The Gathering's lead in collectible card games, now video gaming's leading lady, Lara Croft, is dealing herself a slice of the action. For $9.99, Lara fans can snap up Tomb Raider: Into the Caves, a 50-card set that puts an M:TG twist on Tomb Raider action as players explore caverns, tackle obstacles, and battle other raiders—all with tradable cards. Two follow-up decks are planned: Slippery When Wet and Big Guns. Guess they're not focusing on her cunning and smarts...

FIGHTING FORCE 2

You're alone on this mission, so credentials are all you've got to go on.

It's just you and your instinct on this one. So you've only got yourself to blame if you fail. But that's not an option on this mission. Your job as **Hawk Manson**, operative of the government espionage corps, SI-COPS, is to maneuver in and out of R&D installations on an **all new 3D game engine**. You've got **an arsenal of hand-to-hand combat moves** and equipment to the tune of **20+ new weapons**. But don't let that inflate your head. Gear up. Get going. The world won't save itself.

INTERPOL

SI-COPS PROFILE #1635

NAME: Hawk Manson

OCCUPATION: Espionage Operative

SECURITY CLEARANCE: Ultra Magnus

FIELD OF OPERATIONS: Global

WEAPONS PROFICIENCY: Pistol
Grenade Launcher
Shotgun
Sniper Rifle
Assault Rifle
Knife
Sword
Stun Baton
Chain Gun
Industrial Beam Laser
Flame Thrower
Crossbow
Axe

STRATEGIC INITIATIVES: Intercontinental Industrial Nuclear Weapons Retraction
Bomb Diffusion
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MANSON, HAWK

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Sega Dreamcast

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EA Snags 007's License to Play

Agent 007 might never, um, rendez-vous with the same woman twice, but MGM and Danjaq (the production company behind the James Bond films) recently signed a deal that weds the world's most famous spy to EA for future video games. The next game will, naturally, be based on the latest Bond flick, *The World Is Not Enough*. EA reports that the TWINE game will be released in late 2000 for "multiple systems" and that it will work on other "Bond-inspired" games for platforms that include the PC and next-generation consoles.

So, reading between the lines, the good news for 007 is that PlayStation 2, Dreamcast, and maybe even Dolphin games seem likely over the next couple of years. The bad news is that Rare, developer of the masterful GoldenEye 007, won't get another crack at Bond any time soon—and after releasing the mediocre Tomorrow Never Dies for the PlayStation, EA has some catching up to do.

Gamers can look forward to regular installments of James Bond games now that EA has snared the 007 license.

Dragon's Lair Does DVD

Looking for something cool to put in that DVD player you received for the holidays? Check out the DVD Video versions of Dragon's Lair, Dragon's Lair II: Time Warp, and Space Ace—the holy trinity of laserdisc arcade games, now playable in their entirety on your DVD player without a computer or game system.

Sound too good to be true? The massive storage capacity of DVD offers plenty of room for all the frames and scenes of the original games, while their simple controls can be replicated with your DVD player's remote control. Each disc comes loaded with extras, too, like vintage interviews with the creators, archival footage, and a watch-only mode that spools through the entire adventure movie-style.

All three games are available now; check out www.digitalleisure.com for sample scenes and more information.

▶ After years of botched coin-op conversions, Dirk the Daring swings onto DVD.

Little known fact about Major Mike: When presented with Namco's cute-n-cuddly Dig Dug, he claims he's "in his element." And he's not kidding—our resident master of disaster racked up a seriously high score on the snuggly classic. • It must be said: The *Pokémon* movie sucked. • Check the cover of Del the Funky Homosapien's new single, "Phoney Phranchise"—he's playing a Dreamcast; he also has a song on his new album, "Proto Culture," all about old-school gaming. Hey, any rap song that calls out and criticizes ex-Sega CEO Bernie Stolar by name is worth a listen. Check www.hieroglyphics.com for more info. • More proof that game skills don't always translate to the real world: Air Hendrix went to a paintball tournament for Syphon Filter 2 and totally got his ass shot off. The dozen or so bruises are still healing; get-well cards will be gratefully accepted. • Apparently one of the other magazines sponsored a contest where the prize was a job at ION Storm. Geez, what did the losers get? • Strange but true: You can play Chef's Luv Shack on the Dreamcast using the Mad Catz light-gun. Try it. • Newly minted editor Lamchop thought he was good at Capcom fighters…and then he took on Major Mike. School was in session for three days straight—Major is even better at Street Fighter than at Dig Dug. • How long before we see the first Dreamcast import-enabling mod chips? Not long at all, say our sources. • Rollcage Stage II…Rollcage Stage II…Rollcage Stage II…Rollcage

Top 10 Best Selling Video Game Titles: October 1999

	TITLE	PLATFORM	PUBLISHER
1	Pokémon Snap	Nintendo 64	Nintendo
2	Driver	PlayStation	GT Interactive
3	Final Fantasy VIII	PlayStation	Square EA
4	Tony Hawk's Pro Skater	PlayStation	Activision
5	Madden NFL 2000	PlayStation	EA Sports
6	NASCAR 2000	PlayStation	EA Sports
7	Dino Crisis	PlayStation	Capcom
8	Gran Turismo	PlayStation	Sony
9	Final Fantasy Anthology	PlayStation	Square EA
10	WCW Mayhem	PlayStation	EA

Source: NPD TRSTS Video Games Tracking Service

GAMEPRO LABS

Saitek PX3000

RATING: 4.0

The PX3000's ready to be whatever you need in a PlayStation controller. Besides the surprisingly comfortable directional pad and small-ish buttons, it also sports a springback throttle, a driving stick that can be locked for forward/backward or side-to-side duties, programmable Dual Shock for any of the buttons, and an adjustable tilt function. The grip is less beefy than the PlayStation's, while the R1 and L1 buttons make clicking noises, but driving with just a thumb on the throttle and tilting to turn is a definite blast. *–Lamchop*

Price: $49.00

Contact: Saitek, 310/212-5412, www.saitek.com

IVERSON LEARNS FROM YOUR MISTAKES.

APPARENTLY, THAT'S A FULL TIME JOB.

Sega Dreamcast. IT'S THINKING

//07. SEGA SPORTS™ NBA 2K

— Twenty-nine teams throw down in 28 arenas with 1300 motion-captured moves, actual NBA coaches' playbooks and jawdropping action down to hand signals, tattoos and sneaker squeaks. Microwaves don't get this hot, son.

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RP RATING PENDING

SEGA SPORTS NBA 2K

10SIX

First-person action meets third-person strategy in SegaSoft's wild and weird persistent world. By Ash

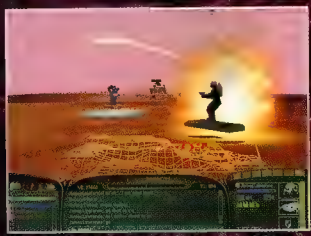
IN OLDEN DAYS, frontiersmen longed for a home where the buffalo roam (where the deer and the antelope play). With 10six, SegaSoft's new action/strategy hybrid exclusive to Heat.net, this olden time may be the future for online gaming. If you just replace the buffalo, deer, and antelope with armed guards on hoverboards, self-sufficient fortresses, and enormous explosions, you'll see. It's the same thing.

Who Wants to Be a Millionaire?

10six is verbal shorthand for 10 to the sixth power (one million, for you mathematically challenged folk), which is both the number of land regions up for grabs and the number of players possible in this space land-rush. Before the land grabbing, though, you have to make an alliance with one of four competing corporations: Brute Force and its "attack first, ask questions never" attitude; Extreme's anti-authoritarian cultists; Infrastruct's defense-minded minions; or ToyCo's teddy-bear-lovin' technocrats.

Once enlisted, you head down to the surface of Visitor—the new, unspoiled planet—to claim your stakes. The majority of 10six playtime is spent in real-time strategy mode, building a base, setting up defenses—and harvesting the all-important energy source called Transium, which is used to create vehicles, weapons, and buildings. After setting up your mining economy and military defenses, you can explore your territory from a first-person perspective—and even raid enemy camps in a Quake-style shooter mode (though you can't control your vehicles à la Battlezone).

Each corporate culture—(clockwise from the top left) whimsical, anarchistic, militaristic, or defensive—determines your respective strengths and weaknesses in the game.



When you're tired of orchestrating your defense, jump on a hoverboard and go on the offense!

Fake World, Real Economy

Transium isn't the only economic force at work—you'll have to extend your talents to 10six's unique bartering system. The game's Limited Edition Jitter Booster Packs (or Jitter Packs) enable you to create unique weapons and items for your base and war machines. You can find Jitter Packs during gameplay, but they can also be bought, sold, and traded inside—and outside—of the game (look for them on eBay.com shortly). Think of them as baseball cards that pack a serious virtual wallop.

Additionally, you can create Mutual Defense Networks (MDNs—clans, essentially) with other gamers to protect your territories. The persistent game world runs 24/7 whether you're there or not, so you'll need to form alliances and set up your defenses well if you're planning on ever logging off.

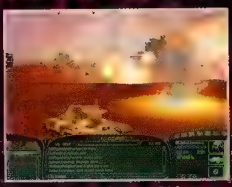
10six, Good Buddy

At press time, 10six was about to enter its open beta phase, and the game's subscription costs were revealed to be reasonable. You can rest assured that Heat.net will give you the 10-four on 10six when it's completely ready.

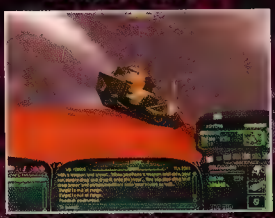
Because you can't be online all the time, an effective defense is crucial for survival.

In addition to standard strategy, 10six packs plenty of hands-on action between the warring factions.

Build defenses, such as this Chaos Turret, near your Transium Wells for protection when you're not around.



Fierce battles can happen 24 hours a day, seven days a week—whether you're there to pull the trigger or not.



This enforcer is on patrol, keeping watch over your Transium Wells.

10six

URL: www.10six.com
System Requirements: Windows 95/98, Pentium 200 MMX, 32 MB RAM, 150 MB on HD, DirectX 6 or later, 28.8+ modem
Price: $9.95 (one month), $25.95 (three months), $49.95 (six months)
Available: Winter 2000

THE FATE OF THE WORLD IS IN YOUR HANDS.

LITERALLY.

TERRORISM CAN STRIKE ANYWHERE. ESPECIALLY NOW THAT THE REAL-LIFE INTENSITY OF TOM CLANCY'S RAINBOW SIX IS AVAILABLE ON THE GAME BOY COLOR VIDEO GAME SYSTEM. TAKE COMMAND OF AN ELITE MULTI-NATIONAL STRIKE FORCE AND PROTECT THE WORLD AGAINST THE SCOURGE OF TERRORISM. CAREFULLY CHOOSE YOUR WEAPONS AND STRATEGY. THEN BOLDLY EXECUTE YOUR MISSION—AND YOUR FOES—IN REAL TIME. WITH RAINBOW SIX AND YOUR GAME BOY COLOR YOU CAN FINALLY CUT TERRORISM DOWN TO SIZE.

- [illegible] COMBINATION OF ACTION, [illegible] NEVER BEFORE SEEN ON THE GAME BOY COLOR.
- TWO GAME MODES: TOP-DOWN OR FIRST PERSON WHEN THE ACTION HEATS UP.
- EXECUTE ASSAULTS ON TERRORIST INSTALLATIONS WITH UP TO EIGHT OPERATIVES.
- NIGHT VISION GOGGLES TO IMPROVE STEALTH IN NIGHT TIME MISSIONS.
- [illegible] PLAY-OFF [illegible]

Tom Clancy's RAINBOW SIX™

GAME BOY™ COLOR

ALSO ON NINTENDO 64

TEEN
CONTENT RATED BY ESRB

Red Storm

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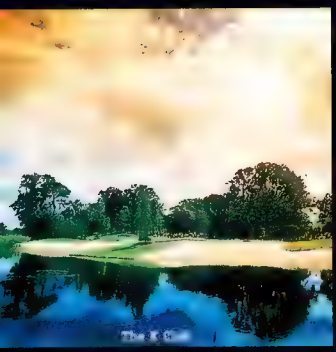
Classic European Golf...

Jose Maria Olazabal
LW



Course Select
Quinta do Lago
The K Club
Kingsbarns
Druid's Glen
Choose A Course

Player 4
LVL
Normal

Quinta do Lago

The K Club

4 Courses. 3 Countries.
The Top 64 European Players.
Tee it Up.

Had enough funsy, cartooney, windmill golf on Nintendo 64®? Get real. The PGA European Tour is now open for play in the U.S. Tee it up on some of the finest Tour Courses in the world...like *The K Club* in Ireland, site of the European Open and 2005 Ryder Cup...*Druid's Glen* venue of the Irish open. Go head to head against Europe's top 64 players in *real* golf matches and tournaments. Real feel...real swings...real players...gorgeous graphics...real fun. Join the tour.

INFOGRAMES

www.europeantour-thegame.com

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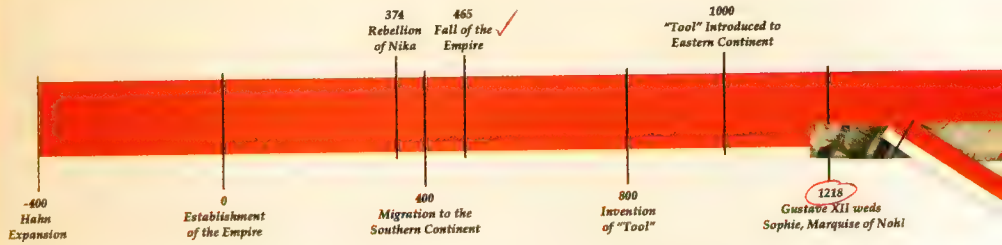
History of the GUSTAVE Empire



The story of the GUSTAVE Empire belongs to a time when the people used the magical power called "Anima" to conjure mighty spells.

The Kingdom of Finney was ruled by Gustave XII. Gustave XII was attacking the Marquis of Otto when GUSTAVE XIII was born to himself and his wife, SOPHIE DE NOHL. Gustave XIII was destined to be the heir of the throne. He would later have a brother named PHILIPPE and a sister named MARIE.

fig. 14: The Royal Family Gustave

When Gustave XIII turned seven, he participated in the FIREBRAND CEREMONY in which he was to prove his worth to become the heir of the throne. During that ceremony, Gustave XIII found that he had not the power "Anima." Because of his inability to use Anima, Gustave XIII, along with his mother Sophie, were exiled from the Kingdom by the King. Philippe and Marie would never see their mother again. Philippe was terribly saddened by the loss of his mother and blamed Gustave XIII for this. While he still had the pride of Royalty, Gustave XIII became a target of contempt resulting in his twisted personality.

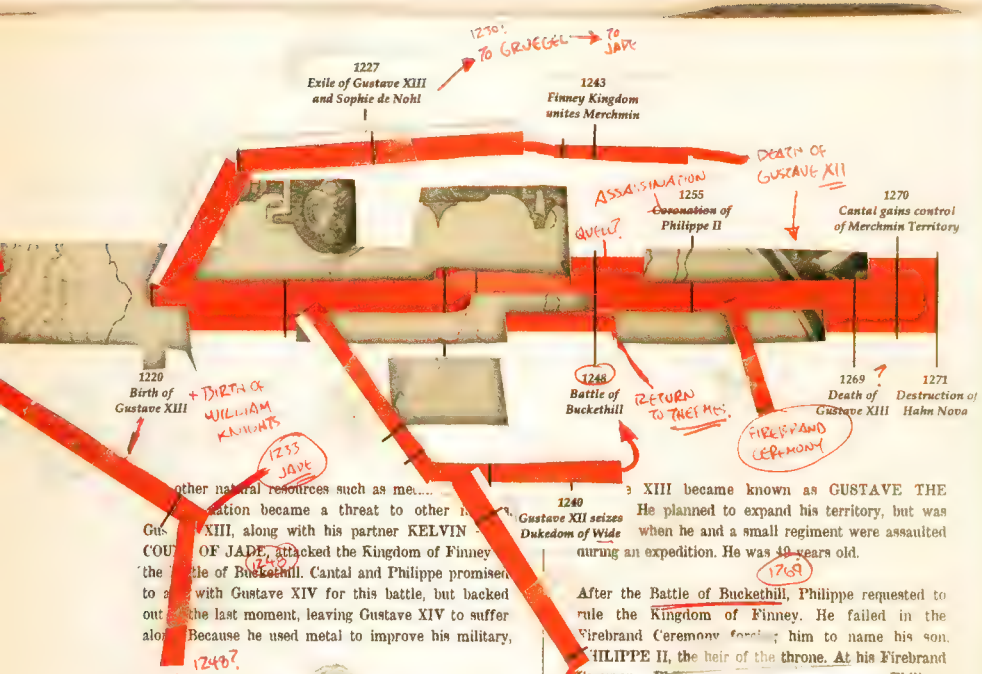
When Gustave XIII turned 15, his mother Sophie passed away. Gustave XIII attacked and seized the DUKEDOM OF WIDE upon turning 20.

fig. 15: Gustave XIII (the younger) age 15

After he exiled his wife and child, Gustave XII remarried and had another son. He named the newborn GUSTAVE XIV who would eventually become the King of Finney after Gustave XII died.

Philippe became the Marquis of Nohl after Sophie passed away. Marie was forced to marry CANTAL, the new Marquis of Otto, for political reasons. Gustave XII seized one-half of the Otto territory in return.

Gustave XIII became the hero of those who did not have Anima. Instead of relying on the power of magic, he and his partners developed skills to use machines



other natural resources such as me... ...ation became a threat to other ... Gu... XIII, along with his partner KELVIN ... COU... OF JADE, attacked the Kingdom of Finney ... the ...ttle of Buckethill. Cantal and Philippe promised ... to a... with Gustave XIV for this battle, but backed out ... the last moment, leaving Gustave XIV to suffer alo... Because he used metal to improve his military,

... XIII became known as GUSTAVE THE ... He planned to expand his territory, but was ... when he and a small regiment were assaulted ... during an expedition. He was 49 years old.

After the Battle of Buckethill, Philippe requested to ... rule the Kingdom of Finney. He failed in the ... Firebrand Ceremony forci... him to name his son, ...HILIPPE II, the heir of the throne. At his Firebrand ... Philippe ... word used

... Gustave ... in the ...y. In the ...e Count ...ingdom

... Gustave ...STAVE

... by his ...ray. He ... Quell ...hat has ...amount ...own as

fig. 16: GUSTAVE THE STEEL

SHAPE HISTORY OR BE HISTORY

SaGa Frontier 2

ESRB T TEEN
TEEN
MILD ANIMATED VIOLENCE
SUGGESTIVE THEMES
Visit www.esrb.org or call 1-800-771-3772 for rating information

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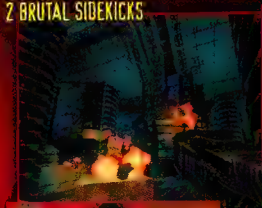
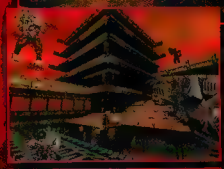
PlayStation

2 BRUTAL SIDEKICKS



25 WEAPONS OF MASS DESTRUCTION



You are dropped in the swamp and end up in the sewer of Mishima's prison fortress. You will make one friend, Superfly, and a horde of enemies. You might even find the mighty Daikatana.

JAPAN 2455 C.E.

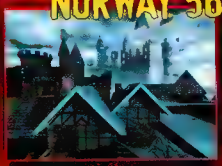
Time travel is proving to be hell. Lemnos Isle, The Catacombs of Athens, The Acropolis, The Parthenon - all infested with hideous reminders of Greece's mythical past. Lay history to rest.

GREECE 1200 B.C.E.

"Daikatana will depart from the typical lone-hero-versus-the-world paradigm of the current slew of 3D first-person games."
-COMPUTER GAMING WORLD

"Classic Romero - deliberately hyper, handsomely rendered, and perpetually hurtling forward"
-avault.com

NORWAY 560 C.E.

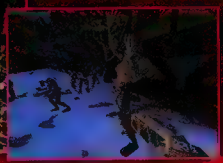


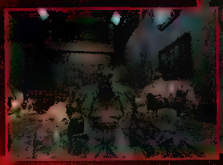
It's cold. It's snowing. And, as if that was not enough, it's also the height of the European plague. You do not want to be here. Then again, no one wants you to be here.

SAN FRANCISCO 2030 C.E.

Alcatraz isn't what it used to be. It's much worse. You could make it out alive. You could scour the fallen city and find Kage Mishima. And you could set history straight.

OVER 50 BLOOD-THIRSTY ENEMIES





BLOOD-CURDLING DEATHMATCH

daikatana.com

Screenshots shown are from the PC version.

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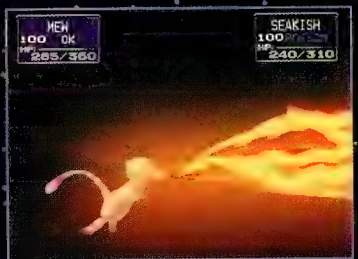
PIKACHU'S PLANS FOR WORLD DOMINATION

LOVE 'EM OR LOATHE 'EM, POKÉMON RULE THE PLANET—AND THESE NEW GAMES FOR THE N64 AND GAME BOY COLOR WILL ONLY SERVE TO STRENGTHEN THEIR ADORABLE REIGN.

BY DAN FITZPATRICK

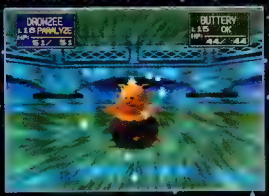
POKÉMON STADIUM



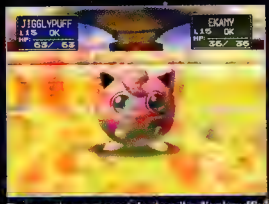
Pokémon Stadium will offer something old and something Mew, bringing your Pokémon to life in the 64-bit realm!

▶ During battle, attack selection will be simple: Press the appropriate yellow C-button, and you're done.

POKÉMON STADIUM IS taking the one-on-one, turn-based combat of the Pokémon Game Boy games into the 3D realm this March. There will be no character level-building, item collection, or evolution here, just good old-fashioned melee battles with jaw-dropping 64-bit graphics. The faces should look familiar to gamers—the entire stable of pocket monsters will be represented, from Abra to Zubat—but the lush surroundings and colorful attacks in the preview version were far from the teeny pixelated world of the Game Boy. Raichu's lightning attacks crackled with power; Charizard fired up the playfield with red-hot flames; poison-powder and stun-spore assaults filled the screen with colored snow—even Likitung's horrible tongue received the 3D treatment.



Too...psychedelic...getting...very...sleepy...



Two words can accurately describe Jigglypuff's song: pretty colors.

FIGHT CLUB

Watching pre-loaded Pokémon duke it out in full 3D is neat, but seeing the ones you've captured and raised locked in battle is even better. For the first time, thanks to a special adapter that comes with Stadium, you'll be able to import the Pokémon from your Game Boy Red, Blue, and Yellow cartridges directly into the 64-bit cartridge and then let 'em fight to see who's the best.

Another of Stadium's many features will be the "GB Tower"—a built-in Game Boy emulator that enables you to play your handheld Pokémon games

With gorgeous 3D attacks like these, you'll really see Pokémon like you've never seen them before!

Even a maxed-out 100-level Pokémon won't guarantee a successful attack!

Funny, Charizard's flaming attack certainly looks effective...

in color on the big screen. (Sorry, it'll work only with Pokémon Red, Blue, and Yellow.) If you visit a Pokémon center and save your game through the N64's converter, a little extra data will be added to your cart that enables Stadium to read all your saved characters. Don't worry, your Game Boy cart will be otherwise unaffected—the game will play fine next time you pop it into your portable.

So your own Charmander isn't a Charizard! In Stadium, you'll be able to play with a maxed-out one.

Plug in your Game Boy Pokémon to play them in color on a big screen!

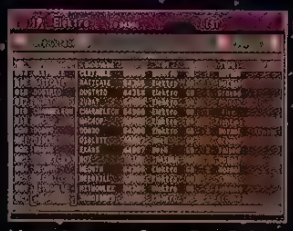
In Tower battles, you'll have to defeat tough opponents to earn badges.

ALL THIS AND MEW, TOO (AND MEWTWO)

If you're one of the lucky trainers who has captured Mew (the 151st Pokémon, available only in the Japanese version of the Game Box games and through special promotions offered by Nintendo and Toys 'R' Us), you'll find that Pokémon Stadium lets you bring him into battle, too. In fact, even if some of your Pokémon are so powerful they won't obey you in the Game Boy games, they'll listen to your every command in Stadium. It's also worth noting that if you do use your own creatures in Stadium, their stats won't go up when they win battles; you'll still have to help them level up in your Game Boy adventures. If you don't own any of the Game Boy games, don't worry—all 150 Pokémon will come pre-loaded as "rentals" for you to use at any time.

As in Pokémon Snap, gamers will be able to save snapshots, and then print them as stickers.

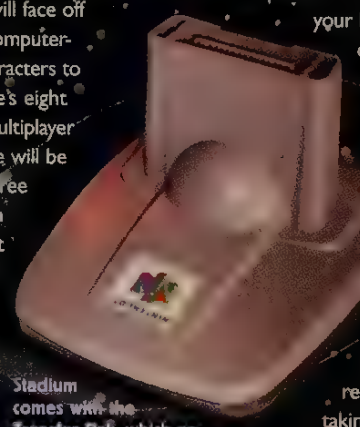
Mew doesn't come with Pokémon Stadium, but can be imported if you've already captured him in your Game Box.



Managing your Game Boy Pokémon and items will be much easier with Stadium's simple interface.

CREATURE COMFORTS

Amazingly, there's more. Single-player games will follow the familiar badge quest: Each trainer will face off against four computer-controlled characters to earn the game's eight badges. For multiplayer mayhem, there will be a four-player Free mode in which gamers can set up two-on-two or even one-on-three battles featuring their best breeds (but no four-player free-for-alls). And, like Mario Party, Stadium will contain a collection of mini-games that can be played at any time, independent of the Stadium battles. Most will be button-mashing races or Simon Says–style memory tests, but with wonderfully weird names like Sushi-Go-Round, Dig! Dig! Dig!, and Thundering Dynamo, they'll be worth investigating.



Stadium comes with the Transfer Pak, which enables Game Box Pokémon to be uploaded to the N64.

Another perk is that Stadium will make managing your Pokémon easy. Professor Oak's research lab featured simple menus and interfaces for doing basic GB cart maintenance that used to be a chore—trading creatures, organizing your storage boxes, finding details about attacks and game items, and administering TM and HM boosts (you can then use them immediately in Stadium battles)—all these tasks will now be pleasures. You'll also be able to save your Pokémon to the cart's memory while you retrieve more.

In three- and four-player games, each trainer will select three creatures for a six-Pokémon team.

GET IN THE RING

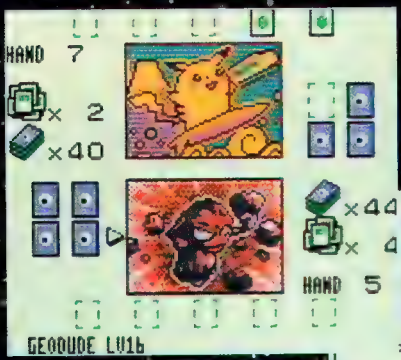
In a word, Pokémon Stadium will be huge—both in terms of content and in its potential impact. The preview version was extremely polished, even many months away from its March release. It's clear Nintendo is taking no chances with its most popular franchise—do faithful fans of Pokémon deserve anything less?

Ninetales will be instantly available in Stadium as one of the pre-loaded "rental" Pokémon.

▶ Even defensive and power-up moves look spectacular in 3D.

POKÉMON TRADING CARD

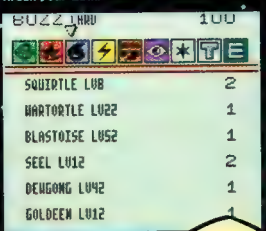
VIDEO GAME ADAPTATIONS of card games generally don't cause too much of a stir, but as usual, Pokémon is breaking the rules. When it's popular enough to be banned in schools across the country, there has to be something to it! How do you cram all those valuable trading cards into a tiny Game Boy cartridge in time for a February release? Carefully, very carefully.



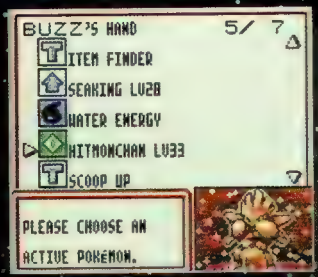
◀ The full Pokémon layout, as you'd see in official tournaments, has been re-created on the Game Boy.

Special events let you earn booster packs to tweak your deck.

A few button taps will reveal the cards you own.



To build a custom deck, you'll just scroll through your collection and pick.



Don't know the card game's icons? You'll have to learn them—they'll be used as onscreen shorthand.

CARD TRICKS

The uninitiated probably need a brief explanation: The card game challenges each player to build a deck of exactly 60 cards composed of diverse creatures, a variety of energy units, and special events and items like healing potions. Once the deck is assembled, players square off in Pokémon creature-to-creature battles. Gamers familiar with Magic: The Gathering will find that the Pokémon card game is similar, if simpler.

A Game Boy version seems only natural, but with so many rules and details, one small mistake could upset the whole play balance. Nintendo has already managed to pull it off in Japan, however, so indications for the American version are good.

WHEELIN' AND DEALIN'

Every game will start with a tutorial that explains the game play. Your goal in the digital game will be to find the Legendary Cards by working your way up through the ranks and defeating the Grand Masters. Gamers will be able to read e-mail from characters and customize their decks via the in-game personal computer. In the real world, you'll be able to use a Game Boy Printer to generate hard copies of your deck lists and even print out replicas of your favorite cards.

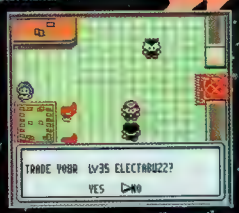
Oh, of course, there will be an exclusive card packed with each cartridge for playing the actual card game, too.

POP GOES THE WEEDLE

Part of the physical card game's appeal is trading cards with friends, buying booster packs, and seeking out rare creatures to enhance your deck. But if everybody has the same mass-produced cartridge, how can any card be rare?

The answer is simple, yet revolutionary: a feature called "Card Pop."

You'll work from club to club before taking on bigger opponents.



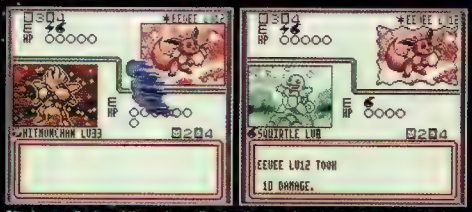
Computer players may offer card trades...but will you get a good deal?

You can't win 'em all, but you'll learn new strategies by losing.

Explore the island—the Legendary Cards are around here somewhere...

in the original Pokémon, every copy of the game will feature its own unique ID number. When two Game Boy Color users connect via their infrared ports, the game will compare the ID numbers, do a little math magic, and give both players a new, unique card. Each pair of carts will be able to perform a Card Pop only once together; to obtain more Pop cards, you'll have to seek out other Poké-players.

All Nintendo really has to do now is translate this game from Japanese into English and crank up the marketing machine. The game hits in February—don't tell your teacher.



Attacks are displayed through small animations, such as impact bursts or wiggling borders.

SCORE HP
CHOOSE 1 OF YOUR POKEMON IN PLAY AND RETURN ITS BASIC POKEMON CARD TO YOUR HAND. (DISCARD ALL CARDS ATTACHED TO THAT CARD.)
ATTACHED DOUBLE COLORLESS ENERGY TO DITTO.

Of course, you can't play without Trainer and Energy cards—and some sweet ones will be included in Pokémon Trading Card.

POKÉMON GOLD & SILVER

UPDATE

WHILE THE NEXT Pokémon RPGs are a ways off for the U.S.—don't look for them until September or so—Japanese gamers are enjoying them now. Because *GamePro* has already previewed these games (see December '99), we're providing a quick rundown of the more common questions we've been asked since then. (Thanks to Polar Paul and Pokémaxx for their help in answering!)

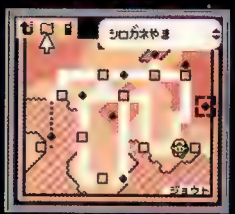
Q: Given that these games use internal clocks and some creatures come out only at night, will I have to get up at 3 a.m. to catch them?

A: Probably not. It's not Nintendo's style to encourage fans to stay up all night. However, there will be special events that occur on certain calendar days and specific objectives to complete in a certain amount of time.

CONTINUED ▸

What will hatch from the egg in your inventory? Wait and see...

Hou-Hou, the owl, squares off against Rediba the ladybug in Pokémon Gold.



There will be a lot of ground to cover in Pokémon Gold and Silver, and Pokémon will be hiding everywhere.

Q: Will I be able to use my Red, Blue, and Yellow Pokémon with Gold and Silver?

A: Yes, you'll be able to import your old Pokémon into the new games in the Time Capsule area, but you won't be able to transfer creatures from Gold and Silver to the earlier games.

Q: In GamePro, I saw a blue mouse Pokémon with a balloon on its tail [see page 124, December '99]. I heard his name is Pikablu. Is that true?

A: Nope—that's a clever Internet rumor. His Japanese name is Mariru ("marine blue"), and as Pikachu's Vacation established, his American name is Marril.

Q: Which Pokémon will breed?

A: That has yet to be determined.

Q: Will Gold and Silver work with Pokémon Stadium?

A: Nope. If the first Stadium does well, though, Nintendo may create a second one that supports Gold and Silver.

America, meet Otachi, a new squirrel-style Pokémon.

Togepi will definitely be in Gold and Silver…but will Misty make the cut?

Q: What are some of the new creatures?

A: Naturally, most, if not all, of the names will be changed and translated before the games hit America, and Nintendo is playing it very close to the vest. Below, however, are some of the new creature names we've been able to piece together:

Chikoriita *(Grass type, one of the player's first Pokémon choices)*

Denryu *(Dragon, Electric type)*

Derubiru *(Dog, Devil type)*

Doburu *(Cartoonish dog, Normal type. An artist, it draws pictures with its tail.)*

Donfan *(Elephant with a wheellike attack—seen in Pokémon: the Movie)*

Eipamu *(Monkey)*

Elekid *(Looks like a young version of Electabuzz)*

Guraiga *(Flying type, similar to Golbat)*

Haganeru *(Steel type, similar to Onix)*

Hapinasu *(Looks like an evolved Chansey)*

Hassamu *(Similar to Scyther)*

Hanekko *(Grass type)*

Herakurosu *(Beetle)*

Himanuts *(Grass type)*

Hinaratsü *(Hedgehog, Fire type, one of the player's first Pokémon choices)*

Hou-Hou *(Owl, Night Pokémon)*

Houou *(One of the Legendary Birds—Ash saw Houou in the first episode of the TV show.)*

Itomaru *(Spider)*

Kapoera *(Fighting type, attacks with dance moves)*

Kireihana *(Grass type)*

Kunudigama *(Steel type, may be similar to Voltorb)*

Lugia *(One of the Legendary Birds—Lugia will appear in the movie sequel.)*

Marril *(Mouse?Water type—seen in Pikachu's Vacation, also called Mariru)*

Mereep *(Sheep, Electric type)*

Mirutanku *(Cow—literally, "milk tank")*

Nuoh *(Water type)*

Odoshihi *(Deer)*

Otachi *(Squirrel)*

Pi *(Clefairy's earlier stage of evolution)*

Pichu *(Pikachu's earlier stage of evolution)*

Pupurin *(Jigglypuff's earlier stage of evolution)*

Rediba *(Ladybug)*

Snubble *(Dog, Fighting type—seen in Pikachu's Vacation, also called Buru)*

Suikun *(Water type)*

Togepi *(Normal type, baby in egg shell—seen in the TV show and Pikachu's Vacation)*

Usotsuki *(Grass type, may be similar to Exeggutor)*

Waninoko *(Crocodile, Water type, one of the player's first Pokémon choices)*

Yadoking *(Water, Psychic type—a new evolution from Yadoran/Slowbro)*

Yamikarasu *(Bird, Flying type, Night Pokémon)*

BUT I HATE POKÉMON!

If the mere sight of Pikachu makes you want to hit him hard with a hammer, take heart—you're not alone. Thousands of other people not only refuse to succumb to Pokémania, but they're also striking back.

"Every parent, every older brother, every older sister is just a bit tired of this little yellow Pikachu," states the homepage at Must Be Destroyed (www.mustbedestroyed.com). Whether you hate the games, the cards, the movie, the TV show, the merchandise—or just the whole concept!—this Web site (run by none other than Threshold Entertainment, which produced the Mortal Kombat movies) does things to Pokémon you only dream about. For example, if you download the QuickTime movies, you'll see a nasty way to dispose of your least favorite Nintendo mascot. How about Pikachu vs. The FedEx Truck? Guess who wins. Swinging for the fences with Pikachu in a batting cage? It's a long fly furball, folks. Pikachu drawn and quartered then doused in gasoline and burnt to a crisp? Toasty! Mauled by chainsaws, tied to car bumpers, crushed by flying watermelon… did we mention you can vote on how the fuzzy fiend is whacked in future mini-movies?

But even the Web site Must Be Destroyed can't batter Pokémon forever; the site's authors are thinking of taking on boy bands when the fad fizzles. In other words, if Pokémon makes you want to hurl, jump on the backlash bandwagon while you still have that gag reflex… GP

Sega Dreamcast
IT'S THINKING

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SCREEN GRABS SUCK.
SEE IT FOR REAL AT
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EVERYONE
E
CONTENT RATED BY ESRB

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► I took turn one in a full

rubber and gasoline still scorching my nostrils. Or maybe it was the chili

BEHIND MY WIG. I CLIPPED A

CORNER MARKER AND IT BLEW AWAY LIKE A RED KITE IN A HURRICANE. I CONNECTED AND NAILED IT DOWN THE STRAIGHT. I'M

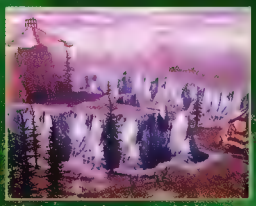
A PlayStation 2 Oddysee

THE DEVELOPERS OF ABE'S ODDYSEE THINK THE PLAYSTATION 2 WILL OPEN MANY NEW DOORS FOR GAMERS—AND THEY'RE PLANNING TO PROVE IT WITH ODDWORLD: MUNCH'S ODDYSEE.

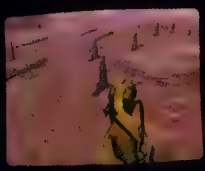
BY AIR HENDRIX

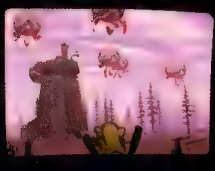
EVERYONE KNOWS THE PlayStation 2 will peel back our eyelids with amazing new graphics. But will we be playing the same old platform and action/adventure games? Or will all that impressive horsepower actually change our gameplaying experience?

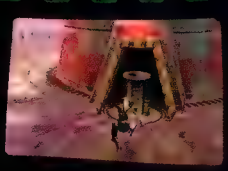
Oddworld Inhabitants, the developer of the PlayStation's highly original Abe's Oddysee and Abe's Exoddus, thinks its latest title—Munch's Oddysee for the PS2—will deliver a new kind of gaming experience. Sure, some of it is hype, but a lot of what Oddworld Inhabitants has up its sleeve is, simply put, things that gamers haven't experienced before. The following is a look at how an inventive developer is harnessing the power of the PlayStation 2 to create an excitingly new type of game.



These shots show how players' actions will visibly change the landscape of Oddworld: It will range from vibrantly healthy—if players take a native, life-respecting attitude—to decaying and cold if gamers go the industrial polluter route.







A Slig, the evil cannon-fodder grunts of Oddworld, spies a large flotilla of invading native forces. Panicked, he rushes inside a nearby hut, speeds past the Mudokon assigned to run the treadmill for power, clambers up to the roof, and sounds the alarm.

IT'S MUNCH TIME

First, the setup: Munch's Oddysee, targeted for release at the PlayStation 2's U.S. launch in fall 2000, follows the exploits of Munch, an amphibious creature captured and used as a lab animal by the diabolical Vykkers—mad scientists whose supreme technology places them higher in the food chain than even Abe's nemesis, the Glukkons. Diseased and confined to a wheelchair, Munch gets lucky and escapes the Vykkers' lab.

As he flees across Oddworld, he crosses paths with Abe, who finds the Vykkers' gear will help him in his quest to find the queen of his people. Abe basically kidnaps the helpless Munch, who's none too pleased

"IT'S SOCIAL GAMEPLAY THAT WE'RE TRYING TO EVOLVE."

—LORNE LANNING, PRESIDENT, ODDWORLD INHABITANTS

that Abe very gradually notices that Munch is about to evolve. After a reconciliation and a meeting with an ancient oracle, the pair learns that the one way they can both get what they want—Abe's queen and a cure for Munch—is to help a lowly Glukkon, Lulu, rise through the ranks. When Lulu's status grows enough, he'll be able to get them back into the Vykkers' impregnable lab where both the queen and the cure are under lock and key.

WHAT'S ODD ABOUT THIS WORLD?

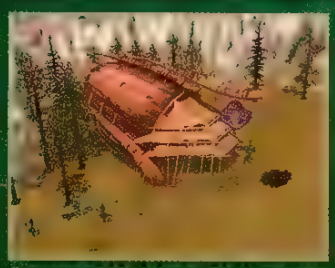
It sounds like your average PlayStation adventure game, but Lorne Lanning, president of Oddworld Inhabitants, explains why it will be anything but: "There's a simple algorithm for how the Oddworld series will evolve: greater population and greatly increased social dynamics," he says. "It's social gameplay that we're trying to evolve—so that interaction between characters feels life like, not gamelike."

To explain what that means in terms of actual gameplay, Lanning says that instead of running to the right and hopping across platforms, Munch's Oddysee players will make their way through 3D worlds where the landscapes and the workers living in them will be brought to life by the kind of advanced A.I. and simulations that the PS2 enables. In lieu of collecting, say, treasure from workers to increase Lulu's status, Abe and Munch will interact with them, altering how the workers are treated and fed to affect their productivity. And what the workers produce will give Abe and Munch what Lulu needs to bump up his status and get an invite to the Vykkers' labs.

CONTINUED ▶

THE VYKKERS

Diabolical mad scientists, the Vykkers make their home in Munch's Oddysee as a race of aliens. They're a fatigued bunch, perpetually preoccupied by lab coats and [illegible] It's not an accident, a fact the developers used to [illegible]



A group of Mudokons—Abe's species—works around a native hut, gathering resources and performing [illegible]—until Abe [illegible] them

NO MENUS, NO METERS

If Munch's Oddysee is starting to sound suspiciously like SimCity 3000, don't worry. The game won't contain a single menu, meter, or other interface. The player will be able to wander freely through a large 3D world, switching at will between Abe, Munch, and Lulu. There will be no time limit and no constraints, so if you spend time building up a factory or exploring some other nook or cranny, you'll only benefit.

To interact with the workers you meet and bend them to your will, you'll use GameSpeak, which first appeared in Abe's Oddysee and enabled Abe to utter commands like "Follow me!" But with the PS2's amped-up specs, which include 2 MB of sound RAM and 4.3 GB of DVD space (that's four times the PlayStation's sound memory and six times the capacity of a PlayStation CD), GameSpeak is evolving enormously. "GameSpeak has been greatly reduced in number of button combinations and greatly enhanced in outcomes. So it's more like positive, negative, and a couple of specifics," Lanning clarifies.

An in-game scenario might go like this: Say you want to recruit a worker, but his diet is awful and he's in bad health because the Glukkons mistreat him, so he's completely unresponsive. If you tap the positive GameSpeak button, Abe might compliment his haircut and otherwise flatter him until he cheers up and is willing to work. With a DVD's worth of room to play with, Oddworld Inhabitants is planning on packing in a sizable variety of phrases and dialogues to keep the action varied and amusing.

VISUAL METERS

Munch's Oddysee delivers traditional game info (like health level) by changing the characters' appearance instead of cluttering the screen with menus and meters. Here, you can see how the appearance of one of Abe's people, a Mudokon, changes depending on his health, diet, and status.

SEE & HEAR THE EVIL

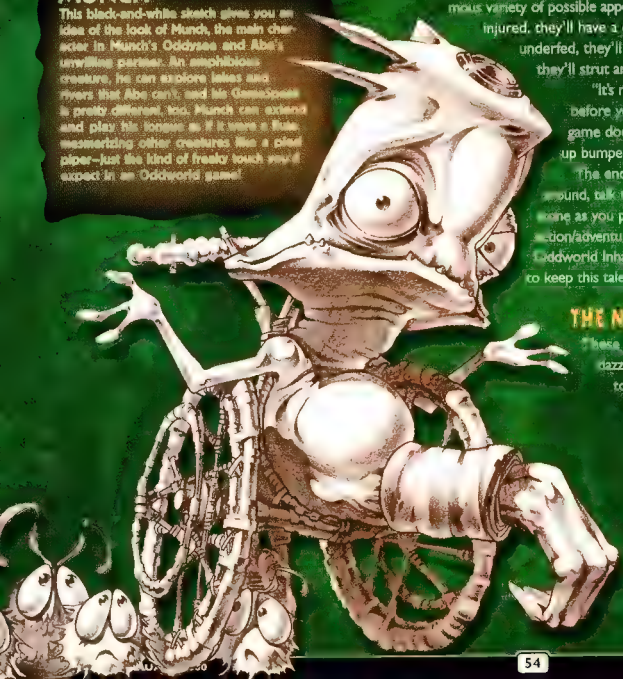
But without damage meters, how will the game tell you what you need to know about a worker's health, a factory's productivity, and so on? This is where the PS2's visual and audio fireworks come into play—its amazing graphics processor can push a whopping 66 million polygons per second. Every species in the game has an enormous variety of possible appearances: If they're injured, they'll have a crutch; if they're underfed, they'll look emaciated; and if they've racked up enough status they'll strut around with gold chains and fancy clothes.

"It's replacing traditional information systems to be visible and logical before your eyes," Lanning explains. "Kind of like what a good racing game does—Daytona started doing it way back when with its banged-up bumpers and so on."

The end result should be a living, breathing world in which you walk around, talk to people to get what you want, and turn over every rock and stone as you play out the story line. Munch is fusing together elements from action/adventure games, sims, strategy games, and RPGs, and, throughout it all, Oddworld Inhabitants' trademark sense of humor and wicked irony promises to keep this tale funny and entertaining.

MUNCH

This black-and-white sketch gives you an idea of the look of Munch, the main character in Munch's Oddysee and Abe's unwilling partner. An amphibious creature, he can explore lakes and rivers that Abe can't, and his GameSpeak is pretty different, too. Munch can extend and play his tongue as if it were a flute, mesmerizing other creatures like a cobra piper—just the kind of freaky touch you'd expect in an Oddworld game!



THE NEXT LEVEL

These glimpses of the early development Munch's Oddysee are dazzling, and Lanning and the crew at Oddworld Inhabitants seem to have the drive and the passion to bring it to life. If they do, Munch's Oddysee should be one of the first PS2 games to demonstrate that new systems can deliver more than just eye candy—they can and should offer new experiences.

It's Gut-Check Time.

$39.99 Available January 26, 2000
Dates subject to change.

TARGET

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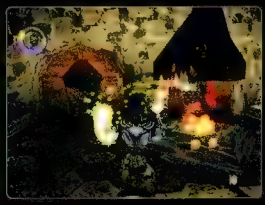

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BY DAN ELECTRO

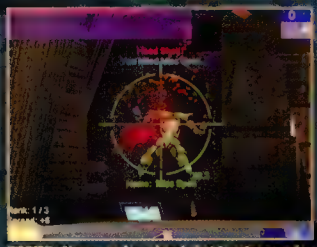
- Published by GT Interactive
- $34.99
- Available now
- Corridor shooter
- 16 players
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0

Unreal TOURNAMENT

Recommended System Requirements
Windows 95/98
Pentium II 266
64 MB RAM
600 MB on HD
PCI or AGP video card
3D accelerator

With Quake III Arena stealing all the headlines for free-for-all shooters, Unreal Tournament has something to prove—and prove something it does with some of the sweetest graphics and the most intense gameplay in a corridor crawler yet.



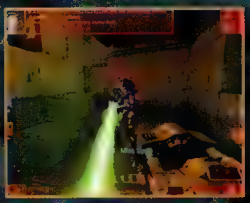
PROTIP: Always go for a head shot in sniper mode. It gets the job done efficiently and boosts your stats.

Ghosts in the Machine

Instead of a linear single-player adventure, UT plops players into a tournament structure against 'bots that are racing for the same trophy. To triumph, you'll need skills in Deathmatch, Capture-the-Flag, Assault, and Domination modes. To get the job done, Unreal Tournament features a dozen great weapons (each with two fire modes), from standard rocket launchers and machine guns to explosive slime and ricocheting sawblades.

◀ PROTIP: If you knock your opponent into lava or off into space, you don't get credit for the frag—it counts as their suicide.

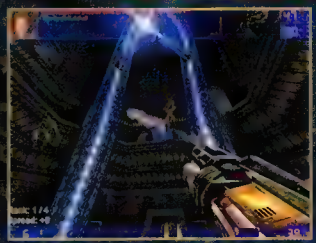
If you think you need a fast Internet connection for a killer deathmatch, think again. Of all of Unreal Tournament's promises, the biggest was realistic A.I. behavior ('bots that played like humans) so that gamers with poor Internet connections could still enjoy a realistic multiplayer experience without jumping online. Amazingly, the programmers pulled it off. You'll see 'bots automatically protect targets and allies, intelligently use cover, and even employ sneaky tactics. The 'bots can be renamed or given personality quirks like favorite weapons and tactics, and their overall skill can be set to match your own, from devastating to dogmeat. It's extremely impressive.



▶ PROTIP: Watch where you're pointin' that thing, especially in small areas. Every time you kill yourself accidentally, you lose a frag.

50 Ways To Cleave Your Brother

Unreal Tournament features 50 brilliantly designed levels, ranging from a castle fortress to space stations to a submarine, all with interesting nooks and crannies. Most arenas feature a collection of diverse areas where snipers, campers, and commandos can all play it "their way" simultaneously. Plus, "mutators" (built-in mods) add gameplay twists like Chainsaw Melee, the one-shot thrill kills of InstaGib, and the amusing Fatboy: The more you kill, the fatter you get, making you an easier target.



PROTIP: On Fractal Reactor, stay on the second level. You'll have easier shots on those below and find more health power-ups. Plus, you can always jump down for a direct attack.

The original Unreal was known for its breathtaking graphics, so the impeccable textures and smooth animations of UT are almost expected. The sound effects and voices rock, especially the new hands-free "auto-taunt" insults. The controls are perfect and flexible; being able to feign death and to dodge in a new way adds some spice to the usual runaround.

Fraggin' Awesome

Pretty much everything that was flawed in the original Unreal has been repaired now. Player speed has been vastly improved; online performance is much more stable; and weapon balance is excellent. That makes Unreal Tournament something of a victorious underdog—and a must-have game for shooter fans. G

GRAPHICS 5.0

A gorgeous looker with plenty of gibs, Unreal Tournament is a feast for the eyes. Fancy lighting, rippling water, smooth animations…some *GamePro* staffers like to sit back and watch others play—it's that visually impressive.

SOUND 5.0

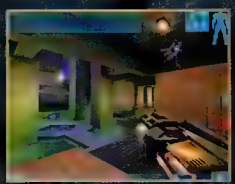
Each weapon's distinctive effect tells you what's killed you just by the sound, while the orders and insults yelled by other players are both clear—and venomous. Understated military-style music keeps the proceedings tense.

CONTROL 5.0

Like most PC shooters, Unreal Tournament's controls are both completely customizable and rock solid—any problems you have moving and shooting are officially your own.

FUN FACTOR 5.0

The good part of being in another game's shadow is that you're hungry to exceed expectations. Unreal Tournament simply kicks ass in every respect.



PROTIP: Be willing to protect the flag in online CTF games. If no one on your team guards it, then no one on your team wins.

PROTIP: Snipers love to camp atop the high tower in Phobos Moon (take the lift to get there). Keep an eye peeled for 'em.

PROTIP: Codex is too cramped to use rockets or the sniper rifle effectively. Stick to the flak cannon and mini-gun for maximum damage.

AT 10 MPH IT'S A PIECE OF GRAVEL
AT 180 MPH IT'S A PIECE OF SHRAPNEL

IN FORMULA 1 DEBRIS ON THE TRACK IS ONE OF THE MAIN CAUSES OF CONTROL LOSS ...

A DETAIL NOT LOST IN ...

F1 WORLD GRAND PRIX

DRIVEN BY DETAIL

PlayStation

EVERYONE E CONTENT RATED BY ESRB

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BY DAN ELEKTRO

- Published by Activision
- $49.99
- Available now
- Corridor shooter
- 16 players
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	3.5

QUAKE III ARENA

Recommended System Requirements

- Windows 95/98/NT
- Pentium II 300
- 64 MB RAM
- 530 MB on HD
- OpenGL-compatible video card
- 3D accelerator

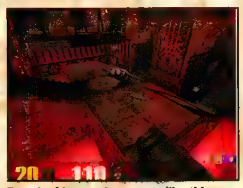
WHAT A COLOSSAL disappointment. Quake III Arena could have been the greatest first-person shooter ever created. Instead, it's a 3D graphics demo disguised as a heart-pounding fragfest.

New Dog, Old Tricks

Ditching the single-player story line altogether, Quake III Arena places players into a seven-tier tournament against computer-controlled 'bots. The A.I.-based Capture-the-Flag runs and deathmatches train you for Internet showdowns against other humans. Unfortunately, while you can collectively order the 'bots to do just about anything, you can't tweak them individually.

PROTIP: If you're in a CTF game and manage to snag a regeneration or invisibility power-up, make a flag run (preferably with an escort who's willing to die).

PROTIP: Use sounds to locate players, especially in one-on-one matches. The sound of armor being collected or water splashing can give you crucial clues.

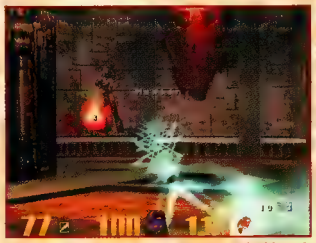


PROTIP: The Campgrounds area is aptly named. The best place to sit 'n frag is near the rocket launcher, just above the bounce pad.

Breathtaking environments like this are why Quake III Arena works only with 3D accelerators.

PROTIP: Look for this severed head (belonging to none other than id's John Carmack) on the lowest level of Demons Keep, map Q3DM15.

▶ PROTIP: If the 'bots make a habit of running backward and firing, maybe you should, too. You won't move any slower or take a bullet in the back.



PROTIP: The sniper zoom is extremely valuable with the railgun and the lightning gun. Reassign its button if you have to—just don't waste it.

The 30 characters include an eyeball with arms, a guy with a beer belly, resurrected characters from Doom and Quake II, as well as lots of alien/cyborg/undead hybrids. The 10 weapons are all too familiar: The grenade launcher, the BFG, a revamped lightning gun, and other old favorites comprise your arsenal. Gadgets like a portable medkit and a teleporter, along with power-ups like speed and health regeneration, breathe a little bit of life into the formula. Plus, as usual, the controls are tight and easily customized.

Temples of Doom?

On a carnage level, there's not much to hate here—but in terms of style or soul, there's not much to like either. Everything but the engine looks and feels like it could use more consideration—the HUD, player names, weapon balance, backstory, proximity of respawn points, cinemas, interface…just about everything the player experiences could have been tighter, smarter, and better.

The game's look is best described as "high-resolution dingy." Despite the excellent textures and wide color palette, much of the game's gothic architecture is dressed in brown, gray, or red—appropriate but not all that interesting. Most matches take place in old cathedrals or space stations, with a few outer space matches for variety. If you're easily offended, be warned: There is a lot of occult imagery in the game, and a giant, 3D model of Christ is embedded in the wall of one arena.

If only the audio were that surprising. The booming, melodramatic announcer sounds like an escapee from Mortal Kombat, but he does let you know when you're in the lead. Unfortunately, the pain grunts and yells get repetitious, and there's a hilarious honking sound whenever you score a hit. Good idea, bad execution.

Misfire

Quake III Arena might be a better game when id has released all the patches, but that could take a while. Out of the box, Q3A makes a disappointing and dull impression—especially with Unreal Tournament shining so brightly beside it (see "Unreal Tournament," this issue).

GRAPHICS 4.0

Quake III Arena packs some gorgeous textures, smoothly rounded surfaces, and great colored fog effects. Animated textures will grab your eye, but the choppy player models could use a few more frames, and the HUD is simply unattractive. Also, prepare to sacrifice beauty for speed.

SOUND 3.5

Sonic Mayhem's technorock soundtrack adds to the desolate atmosphere, but the repetitious groans of pain get old real quick. The booming scorekeeper's voice, while helpful, comes off as too pompous to be scary. And then there's the silly, irritating honking noise every time you hit a target.

CONTROL 4.5

As configurable as ever, Quake III Arena gives you the power of complete customization using any peripherals you choose, but it's still designed with mouse and keyboard in mind. Microsoft mouse users, however, may have some conflicts from the get-go.

FUN FACTOR 3.5

Ultimately, Q3A leaves the player cold, making him feel like he's part of a technical experiment instead of a thrilling fight for his life. The game engine may purr, but the game's personality ain't perfect. While the first two Quakes defined first-person shooters, the third time is without the charm.

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Indiana Jones and the Infernal Machine

BY BOBA FATT

- Published by LucasArts
- $39.99
- Available now
- Action/adventure
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	3.5	4.5

Recommended System Requirements
Pentium II 200
64 MB RAM
55 MB on HD
4 MB video card
3D accelerator

THE MAN WITH the hat returns in LucasArts' long-anticipated response to Tomb Raider. In Indiana Jones and the Infernal Machine, Indy is drawn into a web of deceit when he's approached by CIA operative Sophia Hapgood (from the quest-style adventure Indiana Jones and the Fate of Atlantis). The Soviet military is putting together a strange supernatural machine, and Indy has to stop it. As the superlative Jones, you'll engage in some Tomb Raider–style running, jumping, pushing, crawling, and shooting over 17 sprawling levels that include special sequences like rafting, a mine-cart chase, and jeep driving antics.

Indy's back and better than ever! Infernal captures perfectly the spirit and look of the Indy films.

◀ PROTIP: In the giant room beneath Babylon, push the stone Indy's standing on here to leap to the top tier and complete the tablet.

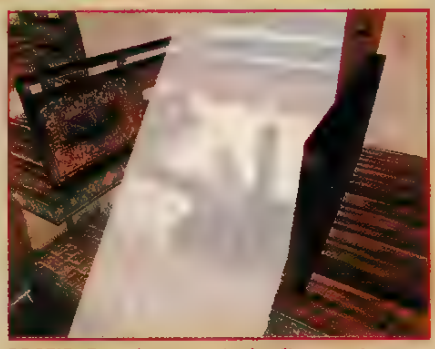
GORGEOUS TEMPLES OF DOOM

Infernal's environments range from impressive to stunning, with crisp, realistic textures giving life to highly detailed polygonal models. There's the occasional misstep, like awkward flat surfaces or minor clipping, but the environments generally ring true. All of the bad guys, from lava and ice monsters to Soviet soldiers and poisonous spiders, move fluidly, and Indy is a pure work of art. Fans of the movies will grin when he steps out of some water and suavely replaces his hat.

PROTIP: Whip the idol in the sanctuary to get it out of the trap's danger zone.

WHIP IT GOOD

An epic score laced with Indy's famous theme completes Infernal's phenomenally cinematic quality. Stereo sound effects perfectly place you in each setting, from underground caves and forbidden temples to haunting deserts and arctic wastelands—with all the beasts and denizens within. Flawless voice-acting and a plethora of sound bytes keep the comments from growing repetitious. This Indy doesn't sound exactly like Harrison Ford, but he's certainly close enough to suspend disbelief.

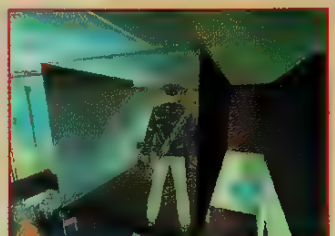


PROTIP: Turn the statue in the Cistern twice to allow access to the lower floors. Once you've put the plant in place, swing from the rafter to this pedestal to grant it light.

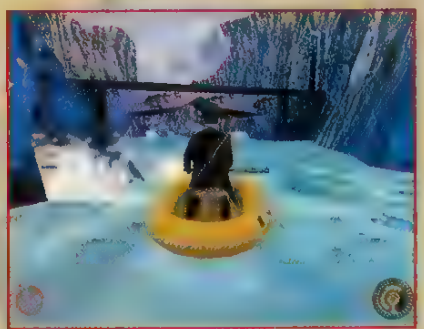
WHY'D THERE HAVE TO BE SNAKES?

Infernal's one major stumbling block is its interface. Indiana Jones is dreadfully slow and turns like a wide-body tractor-trailer. Plus, awkward hot spots for pulling levers or using the whip are hard to find, but precision jumps are fairly easy to execute. Ultimately, you'll get through the surprisingly difficult challenges with determination, but the controls would've been better if they were more like those of the fast and fluid Soul Reaver.

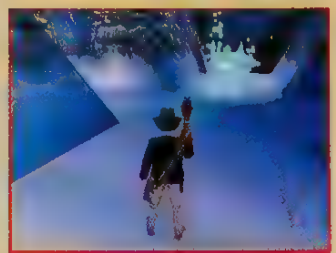
Infernal may be a direct copy of Tomb Raider, but Indy fans will be pleased with this whip-wielding, idol-grabbing, raft-riding roller coaster adventure that fits perfectly in the vein of the famous archaeologist's cinematic spectacles.



PROTIP: In the Tian Shan River bunker, take to the air ducts when all the doors are locked.



PROTIP: To save time, let your raft almost completely deflate before using a repair kit. You'll have to find four candles along the river on two main routes.



PROTIP: Conventional weapons won't hurt the ice monster. Make your way around the upper levels of the huts until you reach a passage in the corner where you can arm yourself with part of the Infernal Machine.

▶ PROTIP: You'll find the machete in the rear of this cavern where thick spider webs block your progress.

GRAPHICS 4.5

Phenomenal polygonal models, realistic textures, and fluid movement put the archaeologist we know and love in stunning environments, from dusty tombs to fiery sunsets. Minor polygonal clipping staves off the perfect score.

SOUND 5.0

Numbing wind screeches through your bones; ancient supernatural goons scuttle by; and Indy's always got his trusty crackling whip and heroic score. Even the voice-acting rocks: Not quite Harrison Ford, but close enough.

CONTROL 3.5

Indy's just too darn slow—you'll take gunshots while trying to turn and draw your weapon. Ridiculous hot spots will have you shifting semantic steps while trying to move blocks, throw levers, or use your whip. Except for the speed, the control is responsive, intuitive, and fully customizable.

FUN FACTOR 4.5

This is the game action/adventure fans have been waiting for since Tomb Raider. Though LucasArts didn't even take baby steps to forward the genre, it did make a solid, if overly familiar, Indiana Jones adventure game. The man with the hat is back!

THE WHEEL OF TIME

BY ASH

- Published by GT Interactive
- $49.99
- Available now
- Action
- 4 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.5

ROBERT JORDAN'S LUSH Wheel of Time world comes to life in this Unreal engine–based, action-strategy game. In addition to its multiplayer deathmatch mode, Wheel provides action through the spells and magic items (called Ter'angreal) that adorn its engaging story line—which makes it more than a simple shoot-em-up game.

Spin the Wheel

Taking place ages before the events of the *Wheel of Time* books, Wheel's story should please fans, who will recognize the environments and characters. The tale revolves around the White Tower, home of the Aes Sedai (sorceresses dedicated to the pursuit of the One Power and who hold back the forces of the Dark One). In single-player mode, you're Elayna, Keeper of the Chronicles of the White Tower, whose job is to retrieve one of the seals that keeps shut the Dark One's prison while fighting through the evil magic–using Dark Ajah.

Graphically, the game looks gorgeous, but really hogs the resources. You'll want to run it on at least a high-end Pentium II. Meanwhile, the easy-to-handle controls are very shooter-esque, and an eerie medieval-ish soundtrack scores the cool audio.

PROTIP: In both single-player and multiplayer games, explore: Finding that hidden Ter'angreal can be the difference between life and death.

Recommended System Requirements

- Windows 95/98
- Pentium II 233
- 64 MB RAM
- 500 MB on HD
- 3D accelerator
- Modem and Internet access for multiplayer

PROTIP: As with any shooter, strafe as you fire to dodge incoming spells and missiles.

▶ PROTIP: Using Swap Places can be a great way of getting out of a bind–while putting the other dude in one.

Trained Seals

Multiplayer provides the real entertainment. The Arena mode is a straightforward deathmatch—grab the Ter'angreal that access the 40 offensive and defensive spells, then mow your opponents down. The Citadel mode provides a more intellectual challenge: You'll need to set up your citadel with alarms, traps, troops, and seals in the most strategic manner (the object is to retrieve all the seals).

All in all, The Wheel of Time is a huge game that will definitely cast its spell on fans and newcomers alike—as long as they have the hardware to keep this Wheel turning.

INTERSTATE '82

BY BOBA FATT

- Published by Activision
- $49.95
- Available now
- Car combat
- 1 player or 16 players (via Internet)
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.5	4.0

ACTIVISION'S STYLISH Interstate '76 combined vehicular slaughter with raw, unadulterated '70s-style, B-movie trash talk to great success. The follow-up, Interstate '82, breaks the formula and delivers gameplay closer to console cousin Vigilante 8's than I76's. And, like many sequels, the second comes in second.

Get Your Groove Back

In 1982, Groove Champion is missing, and his long-time partner, Taurus, is out to find him. Along the way, you (playing as Taurus) will attempt to uncover a government conspiracy and foil aspiring presidential assassins in I82's 40 single-player missions. You'll even take to foot and hijack the bad guys' rides.

I82's crisp visuals sparkle with realism thanks to reflective lakes, shimmering explosions, and flaring lighting effects; some severe polygon clipping, however, puts a cap in the overall visual score. Strangely drab and dark cut-scenes are matched with muffled sound that will have you pumping your speakers up and that make the [illegible] harder to follow than necessary. Otherwise, the booming sound effects perfectly complement the visual carnage, and the voice-overs recall 70's grindhouse.

PROTIP: Later levels require vehicles with heavy-duty armor. The bigger the ride, the harder the hide.

Recommended System Requirements

- Windows 95/98
- Pentium II 200
- 64 MB RAM
- 380 MB on HD
- DirectX video card
- 3D accelerator

Take the Hard Road

Interstate '82's responsive controls are nevertheless hampered by the incorporation of forward, brake, and reverse into one joystick axis, so rudder users will constantly be struggling to find middle ground. The vehicle customizing screens will also have you squinting to read text, and some of the missions are long, convoluted, and frustrating (try racing through a cave with low-headlight visibility).

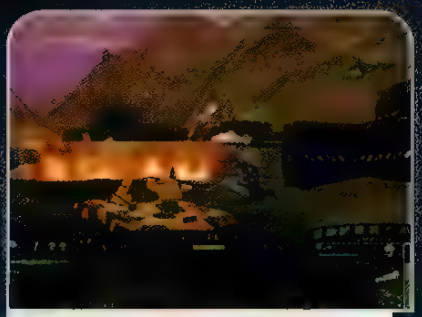
I82's Vigilante 8–style instant action and multiplayer modes are fast, furious—and incredibly satisfying for shooting fans. Ultimately, I82 is a very cool game, but it just doesn't live up to its predecessor.

PROTIP: Watch out for pits in the mines. Against Dick's Driller, pump him full of lead while keeping the center pole between you and him.

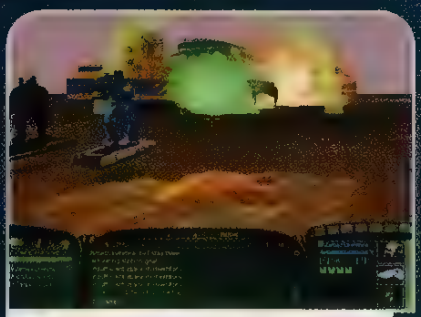
PROTIP: Instant Action will prepare you for multiplayer success. The circus level has a pit within a river–pick your opponents off from the hill.

GRAB YOUR PIECE

"...far more immersive than...any other upcoming multi-player only game."
– Gamer's Alliance



Up to 1,000,000 players means 999,999 enemies or allies around every corner!



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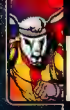


BY LAMCHOP

- Developed and published by Blizzard Entertainment
- Target release date: First Quarter 2000

HANDS-ON

Windows 95/98

Diablo II

Desperately Seeking Diablo

Get your coffee maker primed for some late night demon-huntin'—again! Blizzard's mega-hit Diablo has risen from the dead in the form of Diablo II, and it's lurking just around the corner...

The familiar mouse-controlled, top-down perspective gameplay is returning. As before, you'll hack-n-slash your way through monstrous demons, picking up exquisite equipment and super spells during your quest to find and destroy Diablo.

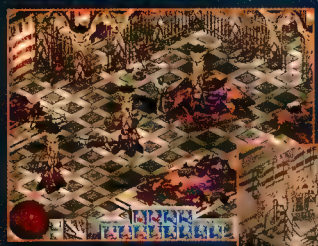
In some ways, though, Diablo II will be an almost entirely different game, given that it'll be six to seven times bigger than the original and span four CDs. In the preview version, there were already four towns and five character types, each with its own set of skills and spells. Characters will now learn these skills and spells through experience—a change from the old spell-book system. By learning one spell, you'll open up a tree-branch of others; then you'll select the types of spells in which to specialize.

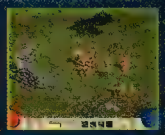
Traders will sell items through a new see-before-you-buy interface, and you'll have a chest in town to store weapons and gold—some weapons and equipment will have slots for gems to enhance their abilities. Plus, new bonuses will include support for 3D graphics and eight players in multiplay.

Diablo II is a hellish, hot RPG/adventure game that has gamers in a demonic frenzy just waitin' for its release...

Uh, Combo #5 With Fries, Please...

In Diablo II, a few items will give you a magic upgrade in stats. There will even be special, rare items that do much more; when you find and use a set together—like this Civel Set consisting of an amulet, shield, and scepter—stand back for a bonus increase in stats!

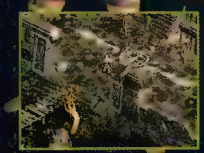


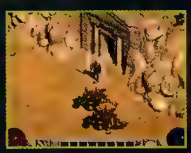


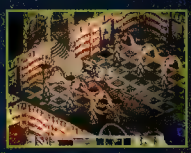
Cheaters Need Not Apply

Perhaps the biggest headache in the original Diablo was the rampant cheating and item duping during multiplayer games. For Diablo II, however, Blizzard is switching to a client server–based system that should prevent this. Players will still be able to sting each other, but, while in town, they'll have to say whether they're friendly, neutral, or hostile. Friendly fire and area damage will be in the game, too, so there will be no standing in a firewall for you jokers.

Yes, Diablo II may be late, but you can bet your last mana potion that you won't be able to keep gamers away with a 10-foot pitchfork.







Nox

BY LAMCHOP

- Developed and published by Westwood Studios
- Target release date: February

HANDS-ON

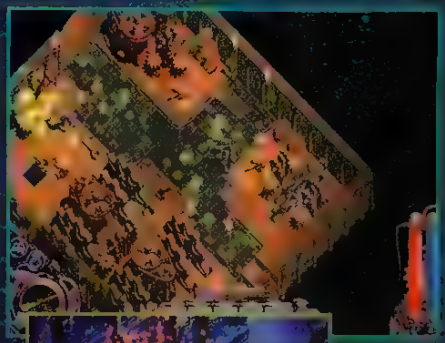
WINDOWS 95/98

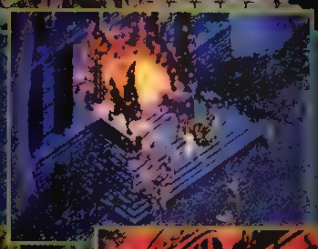
HOW'D YOU LIKE a case of the Plot of Vengeance on your friends? You'll get your chance when Nox, a top-down perspective action RPG game, pummels its way into your PC.

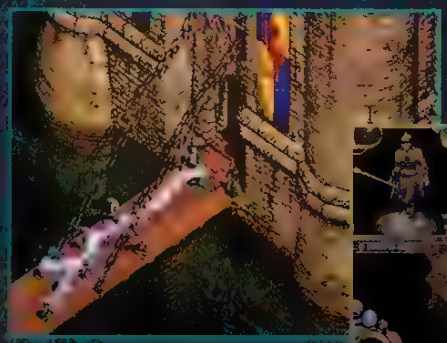
You're Jack, a trailer park mechanic who's transported to mystical Nox to defeat the evil queen Hecubah. To begin your quest, you'll choose to become either a muscular warrior, nature-boy conjurer, or spell-minded wizard.

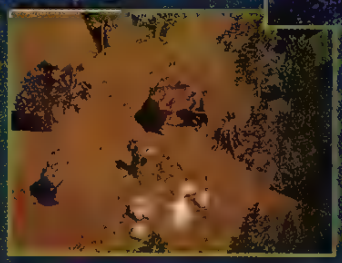
The preview version showed a game with beautiful graphic effects—lightning struck and flames engulfed enemies with brilliant colors. The usual fantasy complement of magical equipment, weapons, and spell books were present, and the more unusual spells made for some creative combos. For example, players will be able to pick three spells and throw 'em into a trap. When someone wanders into it, the effects kick in for a world of hurt.

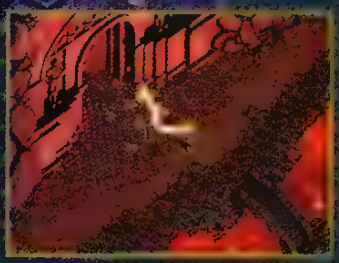
The single-player game has mini-quests you complete on your way to Hecubah, but multiplayer mode is where you'll find the intense action. In fact, it's hard not to think of Nox as a top-down Quake when you're scrambling to find new items, casting spells, and setting traps to annihilate your opponents. Look for eight players over the net and 16 on a LAN. The school of hard Nox is in session this February.











Vampire: The Masquerade—Redemption

BY LAMCHOP

- Developed by Nihilistic Software
- Published by Activision
- Target release date: March

HANDS-ON

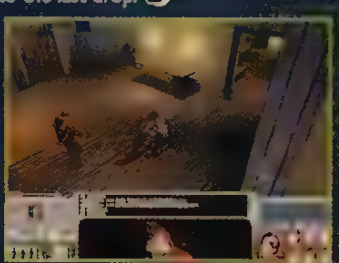
WINDOWS 95/98

THE LIVING CAN be a real pain—but the undead truly suck. Based on White Wolf's tabletop role-playing game, Vampire: The Masquerade—Redemption is coming to the PC.

In this third-person perspective RPG, you play as Christof, who was once an evil-slaying knight and is now a man condemned to immortality by the wicked lord-vamp Vukodlak. Your quest to find and destroy the pointy toothed bum takes you from medieval Europe to modern times.

Sure, you can use your sword, but it's more fun to use your vamp skills to hurl a fireball, mesmerize, or just grab someone—just about anyone—and drain the life outta them. Other vamp advantages include heightened senses, blood-healing, and more. Plus, you participate in the intricate story line through selectable dialogue in certain scenes.

The preview version revealed satisfying graphics and an intriguing story line for the single-player mode. The multiplayer mode, which wasn't ready for this version, will let a player create his own adventure and story line and have others join in (something never seen before in an RPG). When available in March, Redemption should offer vampiric gameplay that's good to the last drop.



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Sega Dreamcast.

RATING PENDING RP CONTENT RATED BY ESRB

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on the Sega Dreamcast.

- Play as 3 heroes, each offering a different gameplay experience:
  - **Max** – Blast aliens with 4 different weapons simultaneously.
  - **Dr. Hawkins** – Solve puzzles to create deadly weaponry.
  - **Kurt** – Sneak, snipe and shoot in a new suit equipped with a cloaking device.
- Unique weapons like the Black Hole Bomb, the Atomic Toaster, and Bouncing Sniper Shots that hit enemies around corners.
- MDK2 pushes the Sega Dreamcast™ to its limits and beyond with massive animated environments, wrapping shadows, and characters so detailed you can see them blink.

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BY THE ENFORCER

- Developed by Yuke
- Published by THQ
- Target release date: February

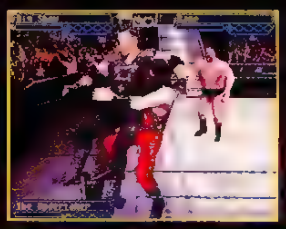
FIRST LOOK

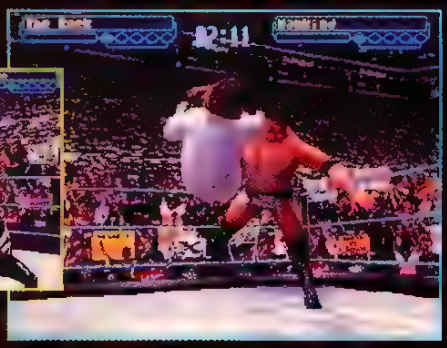
WWF Smackdown

Layin' It All on the Line

After smashing the competition on the Nintendo 64 with the slam-tastic WWF WrestleMania 2000, THQ is ready to piledrive PlayStation gamers with WWF Smackdown. And if you don't think it's going to blast the doors off any other wrestling game for that system, your ass better call somebody. Based on the world-renowned engine for Toukon Retsuden—the excellent series of Japanese wrestling titles—Smackdown will enter the squared circle ready to take down any and all comers. In addition to offering a complete roster of today's hottest wrestling superstars and an extensive create-a-wrestler feature, Yuke (the developer) is looking to imbue Smackdown with all the characteristics that make the WWF the premier wrestling league.

If you smell what The Rock is cookin', then you definitely want to keep your eyes peeled for WWF Smackdown.





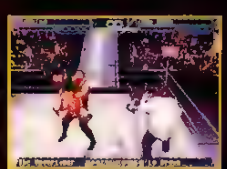
Know Your Role, and Shut Your Mouth!

In addition to capturing the TV show's ambiance, Smackdown is on its way to delivering the best wrestling graphics ever seen on the PlayStation. Smackdown will feature smooth skin textures as well as realistic atmospheric effects: impressive crowd interaction, big-screen Titantron, light shows, fireworks, flashbulbs—it's all going to be there. As in WrestleMania 2000, accurate theme music and appropriate sidekicks will enhance each wrestler's entrance.

While a playable version of the game wasn't ready at press time, wrestling fanatics will want to stay tuned to the pages of *GamePro* for more on WWF Smackdown in coming issues. It's a brawl you shouldn't miss.

Talkin' Shiznit

For the first time ever in a wrestling game, Smackdown will enable gamers to live the lives of their favorite personalities through detailed in-game story lines. Instead of just brawling in monthly matches, you'll be immersed in the total WWF experience, choosing a tag-team partner, developing rivalries with other wrestlers, and, more importantly, engaging in backstage shenanigans. Like the TV show, Smackdown will let you plot against and attack other wrestlers when they're least expecting it. Boiler rooms, parking lots, loading docks—if you've seen it on the show, you'll brawl there in WWF Smackdown.

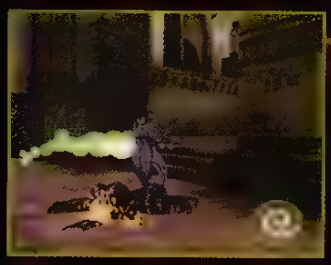


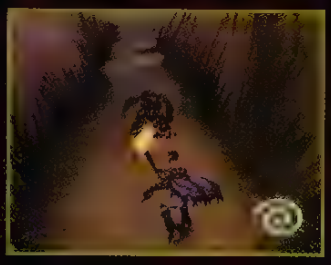
Legacy of Kain: Soul Reaver

BY FOUR-EYED DRAGON

- Developed by Crystal Dynamics
- Published by Eidos
- Target release date: March

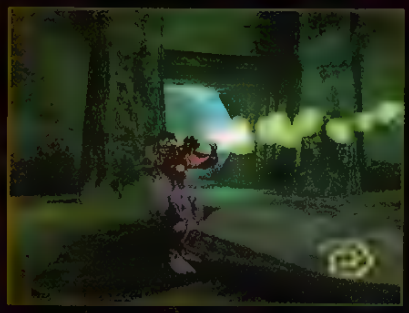
HANDS-ON

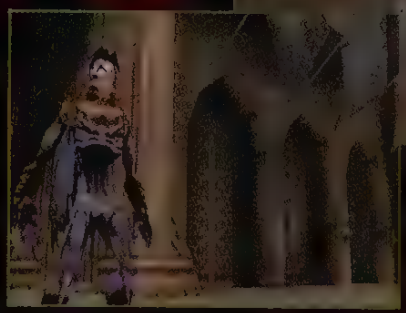


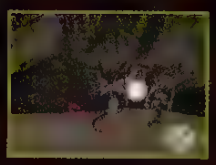


ALREADY TRIUMPHANT ON the PlayStation, Legacy of Kain: Soul Reaver is now turning to the Dreamcast universe for more souls to devour. Playing as the vengeful vampire Raziel, you'll journey to your former world to overthrow Lord Kain, the head honcho who banished you centuries before. Throughout this epic 3D voyage, you'll need to solve puzzles and explore huge areas in both the physical and spirit worlds as you impale, burn, spear, throw, and hit the scores of Kain followers out to get you. Once you've done away with an enemy, you'll consume their soul to maintain your life.

The early version of Soul Reaver we played exhibited an extraordinary attention to graphical detail—far surpassing the PlayStation version—with spectacular backgrounds, a smooth frame rate, and beautiful level designs. The camera angles will need adjustment, however, for better control before the game is released. Nevertheless, Soul Reaver looks to make a deadly impression on the Dreamcast in March.







Ridge Racer 64

BY MAJOR MIKE

- Developed and published by Nintendo
- Target release date: February

HANDS-ON

NAMCO'S RIDGE RACER is finally making its way to the Nintendo 64, but this is no mere port of the PlayStation game. In fact, RR64 is almost three games in one—you'll be able to adjust the drift and car collision to match those of three RR games: Ridge Racer, Ridge Racer Revolution, or Ridge Racer 64. Plus, RR64 will feature over 20 cars and 8 tracks, 3 of which will be exclusive to the Nintendo 64.

In the preview version, RR64 was already a contender for best racer on the N64. The graphics flew by free of the pop-up or fog problems that plague other racing games—and the game won't even need an Expansion Pak. As for the control, it should be dead-on depending on which drift you choose. Fans of pick-up-and-play arcade racers will prefer the RR and RRR settings, while sim fans will probably favor the RR64 settings, which emphasize power-sliding. Unless it suffers serious setbacks before hitting store shelves, RR64 looks to be the first must-have racing title of the new millennium.

Hydro Thunder

BY LAMCHOP

- Developed by Eurocomm
- Published by Midway Home Entertainment
- Target release date: March

HANDS-ON

NINTENDO 64

N64 FANS OF Midway's popular Hydro Thunder won't have to envy Dreamcast owners for long. When this justly lauded boat racer hits the former system, all the familiar tracks will be present and accounted for—Thunder Park, Lost Island, and the rest are in. The same goes for the speed-happy boats like Razorback, Tidal Blade, and Thresher; even the bonus tracks and boats—like the fishing vessel, Chumdinger, and the aptly named TinyTanic—will be included. Plus, multiplayer competition will take place in either two- or four-player mode.

In the preview version, the arcade look and feel (minus the seat and wheel, of course) were well-preserved on the N64. The hot-roddin' boats roared past opponents while picking up boosts for extra speed and jumping 100+ foot gorges into open water—whew! The graphics still needed minor tweaking (acquired boosts weren't graying out), and the sound hesitated every now and then—but, overall, it was no cheesy arcade imitation. N64 owners won't feel ripped-off when Hydro Thunder finally arrives in March.

Rollcage Stage II

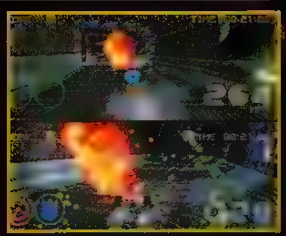
BY DAN ELEKTRO

- Developed by Attention to Detail
- Published by Psygnosis
- Target release date: Spring 2000

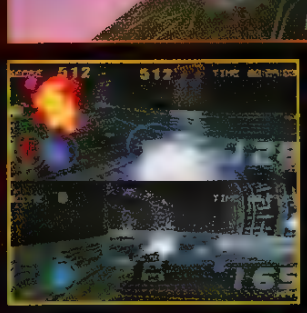
FIRST LOOK

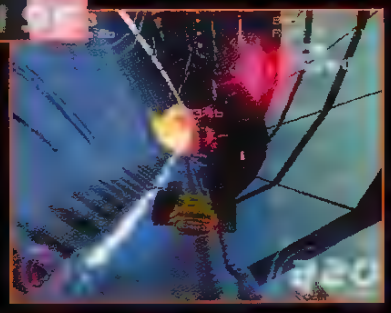
PLAYSTATION

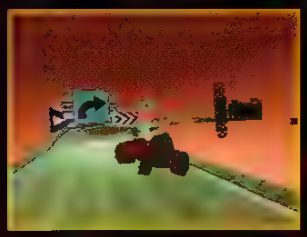
ROLLCAGE, LAST YEAR'S slick but somewhat overlooked fantasy racer, is revving up for a second lap on the PlayStation. Rollcage Stage II (previously titled Rollcage Extreme) will still be a flat-out wild ride with sleek, go-anywhere vehicles that can't crash—if you drive up a wall, your car will merely flip over and keep going. This year, Rollcage will snuggle up a little closer to its cousin, Wipeout, with a smoother interface; more structure with regard to leagues and tournaments; and, of course, the standard-issue, Psygnosis racing-game techno soundtrack. Power-ups like speed boosts, rockets, shields, and more will return, plus gamers will be treated to atmospheric weather conditions such as rain, fog, and lightning.

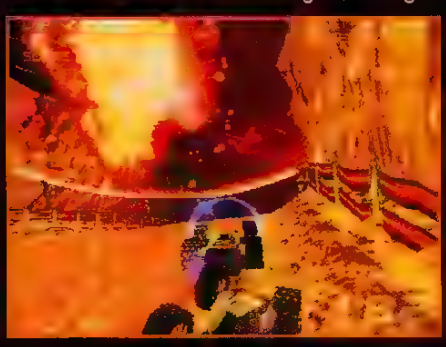


With 20 new tracks, a bunch of fresh multiplayer modes (yes, including combat), and new weapons like tractor beams and machine guns, Rollcage Stage II looks promising. Look for the hammer to drop this spring.









Road Rash Jailbreak

BY AIR HENDRIX

- Developed and published by Electronic Arts
- Target release date: January

HANDS-ON

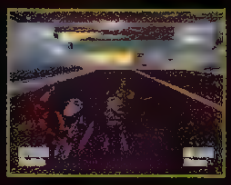
PLAYSTATION

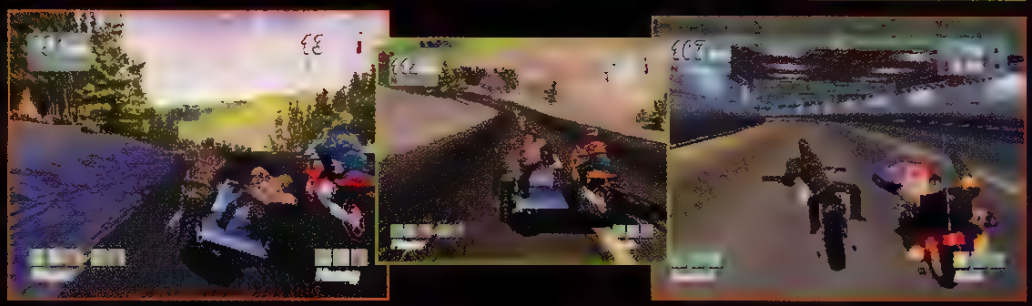
AFTER A FEW delays and name changes, Road Rash Jailbreak, EA's latest motorcycle combat game, is finally getting ready to burn rubber and bust skulls. Fortunately, it looks like the wait will pay off as EA has used the extra time to amp up the combat and multiplayer elements of the game.

Unlike Road Rash 3D, which was mainly a racing game, Jailbreak focuses less on the finish line and more on punkin' fools. Along with the familiar lineup of weapons—which includes clubs, chains, cattle prods, and much more—players can pull off 45 combos and super moves.

The mayhem-filled two-player modes will include both standard split-screen battles and the unique Sidecar mode, where one player drives the bike and the other beats down opponents from a sidecar. Other cool features will consist of a Five-O mode (you'll play as a cop and pull Rashers over) and a one-player tournament mode in which, instead of racing for cash, you play to gain status in your gang and eventually free your buddy Spaz from jail. Um, okay.

In the preview version we played, Jailbreak overflowed with potential, but the controls, gameplay, and frame rate still needed a lot of tweaking. Assuming EA pulls everything together in the home stretch, Jailbreak should be a treat for Road Rash fans.





Seaman: Forbidden Pet

BY PRINCE PAUL

- Developed by Vivarium
- Published by Sega of Japan
- Available now in Japan

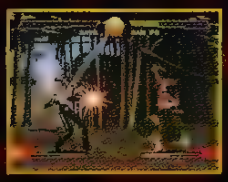
OVERSEAS PROFILE

DREAMCAST

SEGA'S BEEN PROMISING bold new gaming experiences brought to you by the power of the Dreamcast, and Seaman: Forbidden Pet, a virtual-pet game currently available only in Japan, is definitely new. Seaman is a pet-fish simulator with a technological twist: As your Seaman grows, he responds to your conversations with him via a packed-in microphone that plugs into the controller, learning new words, smart-ass remarks, and tricks. A hand icon, which you maneuver with the joystick, enables you to tap on the glass, feed him, and so on.

The one drawback is Seaman's realism—it takes months for him to fully mature. Along the way, you must maintain his tank's temperature, water, lighting, and food—skip a day or two, and he croaks. The novelty of a talking fish that responds to vocal commands can't be denied, but the question here is whether Seaman will be more than just a novelty if Sega decides to release it in the States.

Samurai Shodown: Warrior's Rage 2



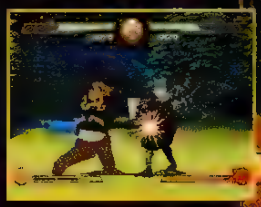
BY FOUR-EYED DRAGON

- Developed and published by SNK
- Target release date: March

PlayStation

FIRST LOOK

SNK'S POPULAR WEAPON-BASED fighting franchise will finally return—this time to the PlayStation. The sequel will take place 20 years after the last Samurai Shodown and come with a whopping 23 fighters (only two from the original series). The game will have practice, story, arcade-fighting, and attack modes, as well as a gallery mode—similar to Soul Calibur's—in which you'll be able to view slick artwork that can be obtained only through victories. You can get ready to wield your sword this coming March.



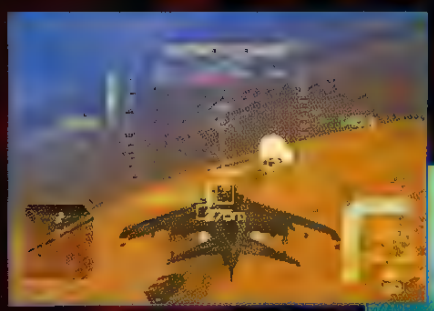
Eagle One: Harrier Attack

BY FOUR-EYED DRAGON

- Developed and published by Infogrames
- Target release date: First Quarter 2000

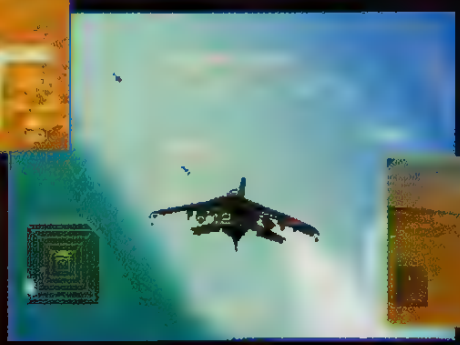
PlayStation

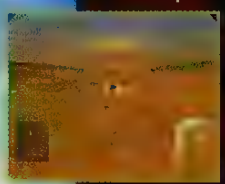
HANDS-ON



IN EAGLE ONE, you take control of high-powered military aircraft—including a Harrier Jumpjet, F16 Falcon, A10 Warthog, stealth jet, and rescue helicopter—in order to save the Hawaiian Islands from a terrorist group. Twenty-five missions contain diverse environmental conditions and enemy aircraft that will test your piloting and combat skills.

The early version fired up intense action, but the visuals weren't quite on target yet. Hopefully, it'll all come together so Eagle One will fly high...and save the world.





Colin McRae Rally

BY FOUR-EYED DRAGON

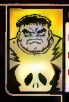
- Developed by Codemasters
- Published by Sony Computer Entertainment America
- Target release date: February

PlayStation

HANDS-ON

THE CELEBRATED CHAMP of European rally racing is bringing his expertise, fast driving, and quick thinking to this speedster game. Drivers will race on 48 tracks—with a variety of terrain and in diverse weather conditions—that span 8 countries. Each of the 12 off-road cars will show real-time damage effects, and you'll be able to modify their suspensions, engines, tires, and steering. Also, the voice of McRae's real-life co-driver, Nicky Grist, will lend real-time advice during races.

The preview version's visuals lacked detail, however, and the game as a whole will need polishing if it wants to cross the finish line ahead of other racers.



BY THE ENFORCER

- Developed by Edge of Reality
- Published by Activision
- Target release date: March

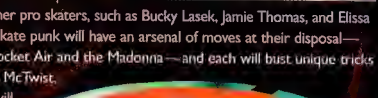
FIRST LOOK

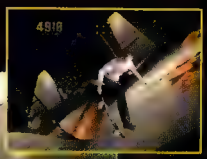
NINTENDO 64

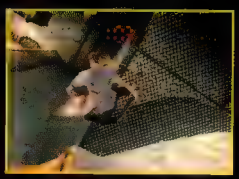
Tony Hawk's Pro Skater

PLAYSTATION GAMERS fell into skateboarding euphoria last October with Tony Hawk. Now Nintendo 64 owners will have a chance to get in on the same thrashing trip as Tony Hawk's Pro Skater blazes its way onto that system. In addition to playing as Tony, you'll be able to rip it up as nine other pro skaters, such as Bucky Lasek, Jamie Thomas, and Elissa Steamer. Each skate punk will have an arsenal of moves at their disposal—including the Rocket Air and the Madonna—and each will bust unique tricks like the Kickflip McTwist.

Pro Skater will feature nine realistically designed courses for gamers to get wicked on, including skateparks, pool parks, and an insane downhill course. Plus, each area will be filled with numerous surfaces to grind on and ramps to soar off. Best of all, each course will be nonlinear, enabling you to skate when and wherever you want, and each will be littered with hidden areas, shortcuts, and more. Judging by these early screens, Pro Skater looks like it's well on its way to dominating the N64 just like it did the PlayStation.







Old flames die out, but I can always make new ones.

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Roadsters

BY EXTREME AHAB

- Developed by Titus (PlayStation), Player 1 (Dreamcast)
- Published by Titus
- Target release date: First Quarter 2000

FIRST LOOK

PlayStation Dreamcast

It's time to jump into a sleek convertible—made by Lotus, Jaguar, or other top manufacturers—and let the virtual breeze blow back your hair as you roar around Roadsters' fabulous environments. On the Dreamcast, this sports car racer promises realistic weather, along with turns and jumps designed to terrorize the road warrior in all of us, while the PlayStation version will come with a unique betting system. Both platforms will include single and multiplayer modes (up to four players on the Dreamcast), and racers will earn points to upgrade their cars and advance to the higher echelons. Hit the Roadsters, Jack!

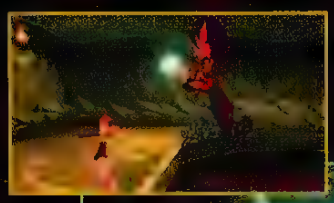
Rayman 2: The Great Escape

BY EXTREME AHAB

- Developed and published by Ubi Soft
- Target release date: April

FIRST LOOK

Dreamcast



Already out on the N64, Rayman 2: The Great Escape is coming to the Dreamcast where that system's prowess should benefit Rayman's cartoonlike 3D surroundings and over-achieving graphics. As in the original game, Rayman will participate in platform hopping as he runs, climbs, slides, loops the loops, and uses his hair as helicopter blades. Pesky pirates have imprisoned Rayman's friends, so our armless, legless—but intrepid—hero must help them escape, embarking on an adventure that will span 45 linear worlds.

BattleTanx: Global Assault

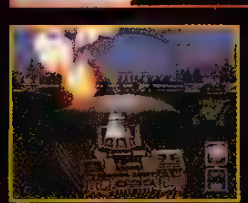
BY EXTREME AHAB

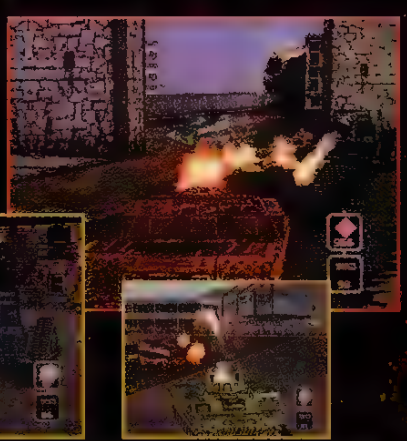
- Developed and published by 3DO
- Target release date: First Quarter 2000

FIRST LOOK

PlayStation

The Assault is spreading from the N64 to the PlayStation where BattleTanx will wage 40 campaigns with a new city, fresh tools of destruction, 3 new tanks (for a total of 13), 30 multiplayer levels, and 7 modes—including a Family mode for novices. Tank pilots will have plenty to keep their turrets busy as they blitzkrieg through post-apocalypse Europe and the U.S., wreaking havoc among uncouth gangs, using strategy to survive, and aiding Griffin Spade as he protects his son from the aptly named Cassandra—who wants to use his son's strange powers for entirely uncivilized purposes (imagine that!).





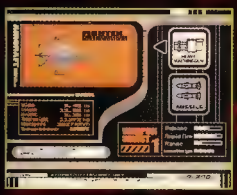
BY ATOMIC DAWG

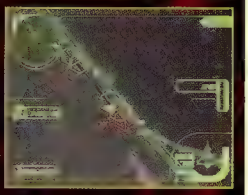
- Developed and published by Namco
- Target release date: March

HANDS-ON

PlayStation

Ace Combat 3: Electrosphere



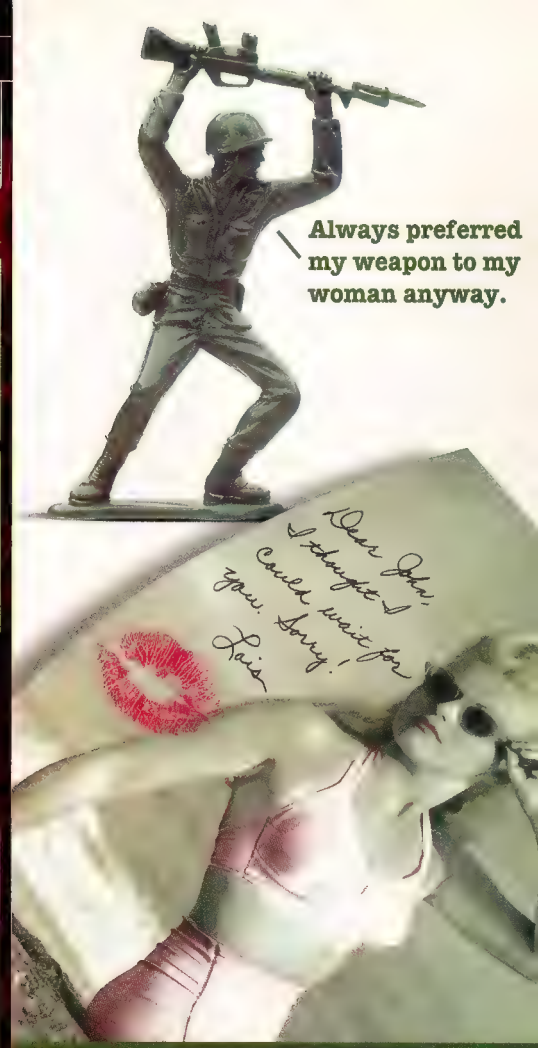


NAMCO IS PREPARING to scramble Ace Combat for a third pass through PlayStation skies. In Ace Combat 3: Electrosphere, you'll fly a wide variety of jets, both fictional and real. As you complete each mission, you'll earn aircraft and armament to build a squadron of up to 21 well-armed planes.

As in Ace Combat 2, Electrosphere weaves the action through an intricate scenario of international politics. The Japanese version of Ace 3 showcased the dramatic story line in a complex, multimedia pseudo-interface that even included a love story, but Namco U.S. is planning to concentrate on the action in the air, not on the ground. In fact, gameplay will feature either a cockpit or a behind-the-jet view.

The preview version revealed that, just as in Ace Combat 2, your jets will be equipped with smart missiles and an incredibly accurate radar system. Early missions will likely be no contest for Ace aces, but victory later on will depend on your seat-of-the-pants flying skills and marksmanship with the Vulcan cannons.

Although the Electrosphere preview didn't appear to push the Ace Combat envelope, it at least promises to maintain the series' reputation for rip-roaring arcade-style air dogfighting.



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RP

PlayStation

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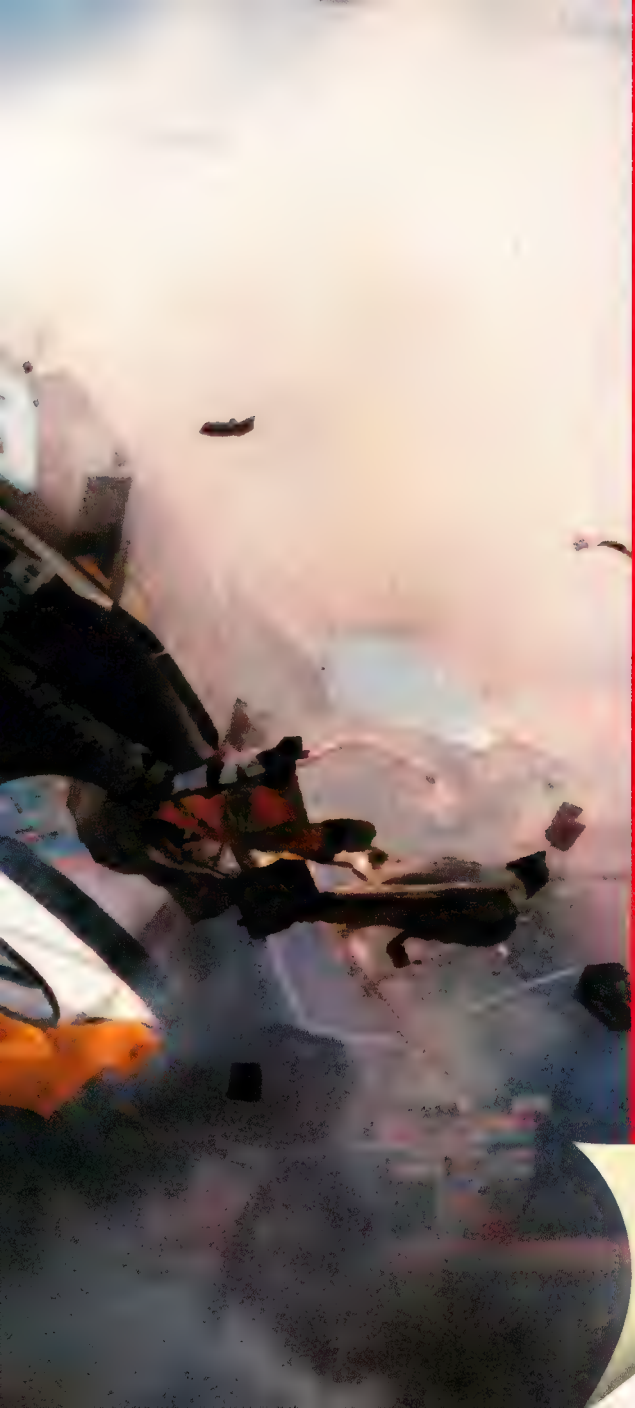

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Sega Dreamcast

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BY THE ENFORCER

- Published by Eidos
- $39.99
- Available now
- Action/adventure
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.5	4.0

TOMB RAIDER THE LAST REVELATION

Lara Croft has won the hearts and minds of gamers and is by all rights the queen diva of adventure. After three successful titles, she's back and rarin' to go in Tomb Raider: The Last Revelation. Aside from a new story, a couple of new moves, and a few new weapons, Lara is the same as ever.

Egyptian Goddess

Revelation takes gamers on a wild, intriguing ride to recover a magical amulet, which in turn triggers an even more diabolical event. Finding out what that event is will be your responsibility. Starting as teen Lara, you begin your quest with a little basic-moves tutorial, then bite right into the meat of the adventure.

Core (the developer) has decided to return Revelation's gameplay to the roots of the series, opting for a linear story line—based solely in Egypt—and for more brain-teasing puzzles than in Lara's last outing. When the girl does have to throw down, however, she's aided by plenty of weaponry as well as new gadgets that include a sniper scope, a laser sighting device, and binoculars.

Set in Her Ways

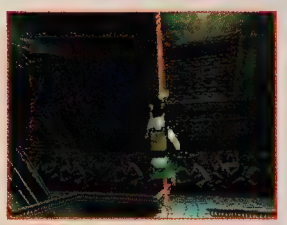
Revelation's staunch gameplay experience is enhanced by its atmospheric graphics. Every year, Core polishes Lara's look, throwing in some new moves and animations while sprucing up the cut-scenes. However, though the backgrounds sport nice detail—especially the insides of some of the tombs and ruins—pixelation, clipping, and flat 2D surfaces are still very noticeable.

As far as control, Revelation's is identical in almost every way to Tomb Raider III's. The learning curve will be steep for newcomers and will pose a bit of a problem for even seasoned Raider vets—especially when jumping, which has always been a frustrating experience. Plus, the camera angle is still problematic at times, leaving you in difficult spots when precise movements are a must.

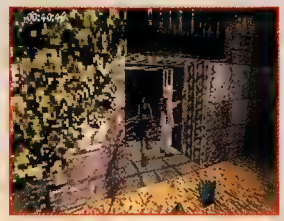
Sonically, Revelation takes the sparse approach of its predecessors, offering music only in times of tension. There are some nice background effects, such as thunder, wind, and the like, creating a nice mood—but there should have been more. Luckily, the voice-overs are excellent.

The Last Adventure?

Tomb Raider: The Last Revelation continues the legacy of the popular franchise with a fine adventure wrought with difficult puzzles and minimal twitch action. Fans of the series will find much to like, and any newbies who are left will be pleased, too. If you have lots of time to kill and a hankering for lengthy quests, Revelation is your game.

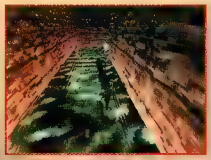


PROTIP: To get to the other side, line Lara up with the rope, make a running start, then press □ and hold × as you leap. Keep holding × even after you grab the rope, then press R2 to generate momentum. As you swing toward the ledge on the other side, press □ to jump off the rope and land safely.



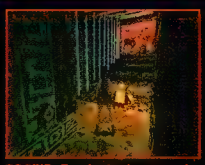
PROTIP: When racing Von Croy, wait for him to try and shut the gate to bar your passage. Sprint past while he's preoccupied with the closing mechanism to gain a few precious seconds.

Ms. Lara Croft is scourin[g] find a magical amulet in [her] adventure, Tomb Raider: [The] Revelation.

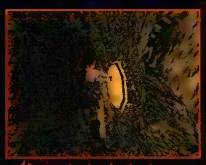


PROTIP: Instead of jumping over this water hazard, walk off the edge and look into the pool. Hey, it's a bonus gold skull.

Lara's newest adventure deftly weaves gameplay with excellent cut-scenes to bring the action to life.



PROTIP: To obtain the second eye-piece in the Tomb of Seth, wait for your guide to disengage the trap...



...After gathering both pieces, go into your inventory and combine them. Then walk to this stone disk and use the eye pieces to open up the next part of the level.

GRAPHICS 3.5

Lara looks fine with cleaner, smoother skin textures and kickass moves. Too bad the same can't be said for the backgrounds, which are again plagued by pixelation, clipping, and 2D-itus.

SOUND 3.0

Music and effects were sparse in the past three adventures, and they're sparse in Revelation, too. Superb voice-acting, though, salvages the score.

CONTROL 3.5

Lara moves with smooth, catlike grace, but, until you spend a lot of time learning the scheme, you'll bump into more walls than a headless skeleton. Furthermore, the camera angle isn't always optimal, making for frustrating leaps of faith and undesired miscues.

FUN FACTOR 4.0

Even though Revelation is far from perfect, the franchise's appeal remains intact. The story line is excellent, and the challenge is extreme. Fans of Lara will relish the adventure, while newcomers would do well to see what all the hubbub is about.

JOHN McCLANE STUNT DOUBLE #56
- ARM BROKEN NEAR SLOT MACHINES IN SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.

DIE HARD TRILOGY 2™

VIVA LAS VEGAS

VIGILANTE 8 2ND OFFENSE

BY DAN ELEKTRO

- Published by Activision
- $39.99
- Available now
- 2 players
- Car combat
- ESRB: Teen

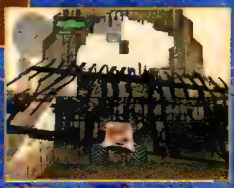
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	5.0	4.5	4.5

PROTIP: Driving into the water does a little damage—but it can be the best way to avoid an attack.

Back in the Future

PROTIP: The pipes in the Minnesota power plant sometimes cough up power-ups if you destroy them.

◀ PROTIP: The side door on Arizona's Observatory Lounge warps you to a secret cache of weapons, health, and objectives.



PROTIP: In Arizona, blow up the refreshment stand and the screen at the drive-in. You'll create a ramp to snag the special power-up in midair.

PROTIP: Blow up the fuel tanks at Texas to reveal a power-up.

Seasonal Retirement

PROTIP: To create a roadblock in California, position your car sideways in front of the oncoming trucks.

PROTIP: Some enemies are invisible, but you can shoot them and pull into them to replenish health.

Hot Lead and Cool Funk

With a mix of old and new characters, wild new levels, and the advantage of hindsight, Vigilante 8: 2nd Offense packs on the power. Plus, it's easy to see that the car combat crown. G

GRAPHICS 4.0	SOUND 5.0	CONTROL 4.5	FUN FACTOR 4.5
Vigilante 8: 2nd Offense still has a respectable sheen with plenty of detail and a wide palette. Some nasty pop-up and the standard PlayStation big pixel problems drag it down a bit.	[illegible] rock your speakers, while a groovy blend of high-quality funk, techno, blues, rock, soul, metal, and even some Tejano riffs make this game one to crank.	Response is smooth, though both the digital or analog sticks, and the hand brake enables quick bootlegger turns. The buttons are customizable, too.	Vigilante 8 returns with more—more frantic firefights, more funk, and more fun. With so much to offer, Vigilante 8: 2nd Offense squeaks by Twisted Metal 4 as the PlayStation car combat champ.

JOHN McCLANE STUNT DOUBLE #134
-STEPPED ON PROXIMITY MINE NEAR
ROULETTE TABLE WHILE BATTLING TERRORISTS.

JOHN McCLANE STUNT DOUBLE #18
-HEADWOUND FROM HIGH SPEED WRECK WHILE
ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.

DIE HARD TRILOGY 2™

VIVA LAS VEGAS

BY SLO MO

- Published by Sony Computer Entertainment America
- $39.99
- 1 player
- Available now
- ESRB: Everyone
- Action/adventure

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.5	4.5

TOMBA! 2

THE EVIL SWINE RETURN

WHEN LAST WE left Tomba, he was enjoying a swine-free existence after ridding his continent of Evil Pigs. Now the vile porkers have invaded a neighboring continent, home of Tomba's gal pal, Tabby—and it's Tomba to the rescue in Tomba 2: The Evil Swine Return. This awesome action/platform adventure is a sequel that's bigger and better than the original PlayStation standout.

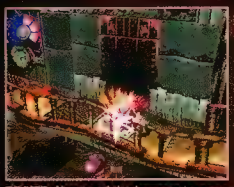
PROTIP: A lump in Tabby's house in Coal-Mining Town could turn out to be something...or someone...important.

PROTIP: You can stun enemies with weapons, but you must use the bite attack to toss them out.

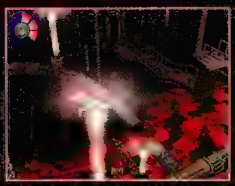
PRETTY IN PINK

The bad-guy pigs are out to make life miserable for Tomba, who fights back with an imaginative, pork-punishing arsenal that includes ice boomerangs and several types of power hammers. Naturally, Tomba can jump his foes with his fan-favorite, biting-throw attack—but Tomba 2's main claim to fame (besides starring the world's only pink-haired hero) is a new 3D polygon-based graphic look and 360-degree gameplay. With its intricate fantasy jungle landscapes, menagerie of weird characters, and eye-catching color scheme, Tomba 2 is visually unique among character-based adventure games. This style is nicely complemented by outstanding music that captures the atmosphere of every level and situation.

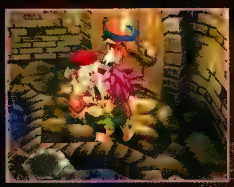
The gameplay puts on a solid show, too. As in the first game, you play along a left-to-right pathway that occasionally branches 90 degrees "into" the screen. This time, however, you'll encounter many more areas that require you to take on 360-degree treks.



PROTIP: You need the hammer to open up the powder room—that's where you'll find your bombs.



PROTIP: Steam geysers help you reach out-of-the-way places, so be sure to search for lofty landing places and items while you're up there.

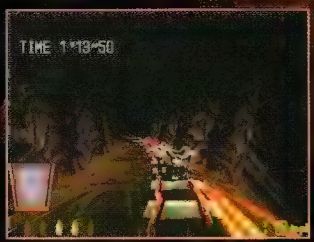


◀ PROTIP: In the early stages, you can't open the red chests until Keinen, the old man, gives you the red key—after you've given the golden crabs to Win at his windmill.

TOMBA RAIDER

In Tomba 2, you'll embark on a seemingly endless series of oddball quests, such as gathering mudballs, feeding seagull chicks, or finding the "fast pants." While they all serve to move the adventure along, you may start to lose sight of your original goals.

Luckily, the commanding controls come to the rescue, orchestrating an amazing array of Tomba moves: flying through the air like a trapeze artist, winding up gears, and even dashing around like an animal. The handy inventory system puts every strange item at your fingertips, and you can also review all your immediate tasks there.

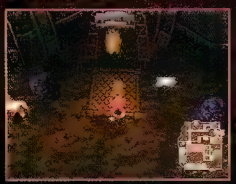


PROTIP: To beat this mine cart challenge, tap the brakes at key moments in three key turns. You'll know where after running it once, but it ain't easy.

PROTIP: Tomba can swing, so keep your eyes open for wind-up devices or hanging objects.

THE TASTE OF FINE SWINE

Tomba 2: The Evil Swine Return is an excellently crafted game with an above-average challenge. Gamers should feel free to pig out on this rumble in the jungle.



◀ PROTIP: To work the sand conveyor, get rid of all the fiery cappers before you reach Coal-Mining Town.

GRAPHICS 5.0

Tomba goes on a 360-degree rampage across a gorgeous 3D fantasy land. The polygonal graphics have been overhauled to produce finely crafted visuals with exuberant colors. Weird, wacky character graphics remain in force, including Tomba's goofy wait animations.

SOUND 4.0

A soothing symphony of well-thought-out music captures the mood or the theme for every area Tomba must explore. The game is light on audio effects, but those that are there sound sweet.

CONTROL 4.5

Crisp controls keep tight rein on this wild monkey-boy's intricate moves. You'll fly through the air and learn to make precise hits with each weapon. The inventory system even helps you track the game's multiple objectives.

FUN FACTOR 4.5

Tomba 2 is an intricate, yet accessible, action/platform adventure with something for everyone. The cutesy characters and relatively straightforward gameplay will appeal to kids, while some tricky side-stories and item quests will challenge hardcore platform fans.

McCLANE IN 3RD PERSON ACTION MODE.

McCLANE IN SHARPSHOOTER MODE.

McCLANE IN EXTREME DRIVING MODE.

THEY COULDN'T HANDLE BEING JOHN McCLANE. CAN YOU?

JOHN McCLANE IS BACK.
AND LAS VEGAS WILL NEVER BE THE SAME.

IN DIE HARD TRILOGY 2 YOU CAN PLAY YOUR FAVORITE GAME OR MIX ALL THREE GAME STYLES INTO ONE INTENSE ADVENTURE.

YOUR ENEMIES HAVE ADVANCED AI, SO IT'LL TAKE BOTH STRATEGY AND SKILL TO SAVE HOSTAGES WHILE TRYING TO SAVE YOUR OWN BUTT.

USE TWELVE DIFFERENT WEAPONS TO BATTLE ENEMY TERRORISTS, WHOSE FIVE DAMAGE QUADRANTS MAKE THEM TOUGH TO DROP.

GOOD LUCK. YOU'LL NEED IT.

MATURE M CONTENT RATED BY ESRB

FOX INTERACTIVE

PlayStation

www.foxinteractive.com

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BY FOUR-EYED DRAGON

- Published by SouthPeak Interactive
- $39.99
- 2 players
- Available now
- ESRB: Everyone
- Driving

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	5.0	4.0	4.0

THEM DUKES, THEM Dukes! The hit '70s show starring the Hazzard County cousins and their orange car speeds to the PlayStation with nostalgic memories and fun gameplay in The Dukes of Hazzard: Racing for Home.

Southern Comfort

In this mission-based driving game, you play as Bo or Luke Duke and take the wheel of six vehicles, including the infamous General Lee. The 27 objectives revolve around familiar plots from the old TV series: escaping from the local authorities, saving Daisy Duke, fighting bad guys, etc. Dirt roads, narrow bridges, and, of course, high-flying jumps round out the layout of Hazzard County.

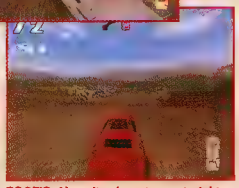
The Duke boys are back in this mission-based driver.

Nice tunes and authentic character voices highlight the action: From the opening cinema to the actual gameplay, you'll recognize the voices of the original cast, including James Best's stuttering Sheriff Roscoe P. Coltrane—and even the smooth Balladeer himself, Waylon Jennings. Plus, country and bluegrass melodies play in the background to give your ride that down-home feel.

PROTIP: Do small zigzags to avoid heated pursuers like the local 5-Os.

▶ PROTIP: Use a toolbox only when your car is bright red.

PROTIP: At the very beginning of Episode 4 Scene 1, quickly cut across the dirt and ram the General Lee before it picks up speed.



PROTIP: Use nitro boosts on straightaways—you'll lose control on curves.

Paying Uncle Jesse a Visit

Careening down the dirt roads is easy, but you're going to want to buckle up for some bumpy visuals. Tracks and backgrounds are grainy, and there is periodic breakup if you crash into obstacles or other cars. The vehicles don't all handle the same, but respond well in general with powerslides and easy jumping. The analog stick isn't utilized, though, and the digital pad makes driving difficult at times.

Still, even with lackluster graphics, Dukes of Hazzard maintains a fun pace. Duke fans will enjoy the fond memories, while younger drivers will get caught up in the simple but well-paced gameplay.

EIDOS'S STRAIGHTFORWARD, 3D beat-em-up brawler is back—but Fighting Force 2 comes with less brainless hits and more strategic gameplay than the original. Given this new direction, the trimmed down fighter sorely lacks the quick action it once had.

BY FOUR-EYED DRAGON

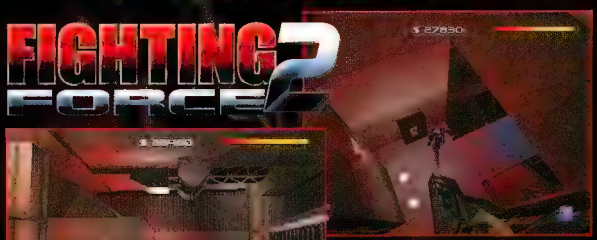
- Published by Eidos
- $39.99
- 1 player
- Available now
- ESRB: Teen
- Action

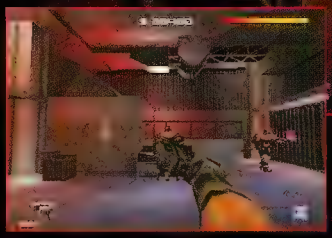
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.0	3.5

The Man and Its Force

In a continuation of the story line from the first game, you play as Hawk Manson, a weapons specialist hired by the CIA to spy on and sabotage a corporation suspected of creating the ultimate cyborg soldier. FF2 spans nine levels with wide areas to explore and a host of sub-missions to complete. Through the game's stages, you'll pick up over 15 weapons, including automatic guns, grenades, and...blunt objects. Of course, you can also bruise your enemies by performing combo hits with fists and feet.

Unfortunately, the game's control fumbles. While moving around with either the digital or analog controls is simple enough, the camera angle is occasionally in awkward places. Furthermore, rotating between your weapons can be a hassle—you'll often inadvertently throw away a weapon that you actually wanted to keep.





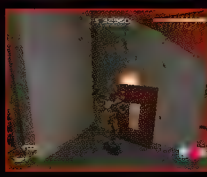
PROTIP: Before climbing up or down ladders, look for unsuspecting enemies.

◀ PROTIP: The cross hair changes color to indicate a clean headshot.

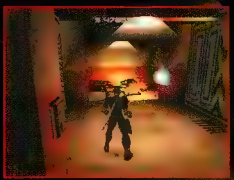
Fighting Force

Visually, FF2 shoots on target. Cool explosions and nice level designs showcase the game engine, while the array of murderous enemies out to get you is impressive. Plus, the soundtrack is a well-balanced mix of stealthy tunes and slick weapon effects.

Ultimately, Fighting Force 2 is battered by meager controls and lacks the fast action of other games in the same genre. At best, it's worth a rental for those who desire a night of fists-in-your-face gameplay.



▶ PROTIP: Low on weapons? Smash the nearest red box—an axe falls out every time.



PROTIP: Use grenades on floor grates to uncover hidden pathways.

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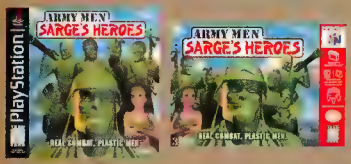

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BY THE ENFORCER

- Published by Acclaim
- $49.99
- Available now
- First-person shooter
- 4 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.5

ARMORINES
PROJECT S.W.A.R.M.

ACCLAIM IS AGAIN using the comic-book realm as inspiration for its first-person, sci-fi corridor shooter, Armorines: Project S.W.A.R.M. By combining frenetic bug-blasting action à la *Starship Troopers* with challenging mission objectives, Armorines gives gamers the hottest firefight of the season.

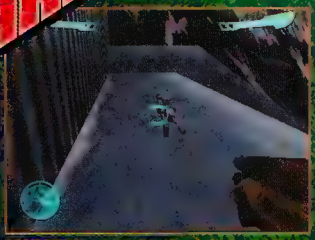
NOT JUST ANOTHER BUG HUNT

Earth is being overrun by the biggest insects this side of Florida, and it's up to you as a member of an elite task force of marines to eradicate them and restore peace to the planet. That's easier said than done, of course, as wave after wave of skittering ticks, roaches, and spiderlike creatures click their way toward you.

Playing as either the stoic Private Lewis or the femme-fatale Private Lane, you'll see battle on four hostile terrains, including the frozen wasteland of Siberia and the treacherous jungles of South America — then you'll blast into space to confront the alien menace on their own turf, for your battling pleasure. Armorines offers a host of bad-ass weapons (chemical, alien, and otherwise); you'll even commandeer a powerful dropship to bombard the bugs from the air. If that's not enough, you and a buddy can fight it out together in either cooperative or every-person-for-themselves multiplayer modes, which include mainstays like Deathmatch, Capture-the-Flag, King of the Hill, and Race War.

PROTIP: Take one of the mines you found in the open and toss it on this barrier to blow it away. Next, turn to your left and hit the switch on the wall to open the area directly across from you.

PROTIP: Don't waste ammo on the smaller tickline creatures. Use your flamer weapon, lock on, and zap 'em with one shot.



PROTIP: Before going into the warehouse and hopping on the monorail, head up this incline, walk on the ledge to your right, and grab the laser rifle.

A...a...a...BIG A...a...a...BUG

Armorines' combustible gameplay is backed by solid graphics (especially if you own an Expansion Pak). Each environment is meticulously detailed, portraying a world torn asunder. It's the appearance and animation of the bugs, however, that really blow out the creep factor. Take heed: If you squirm at the sight of a spider, you'll feel your skin crawl every time you see these invading arachnids scramble toward you.

Armorines does have a downside, though: It's overuse of K9 (think of the first Turok).

As for control and sound, Armorines is right. Turok vets will be comfortable the moment they fire up the game as the control interface is almost exactly the same. Moving your marine around is a snap, and blasting the baddies is no problem at all. The sound effects will rock your speakers with wicked explosions and ear-shattering screeches of overwinders.

I DON'T WANNA FIGHT RIGHT HERE

If you're looking for the best corridor shooter on the N64 right now, Armorines is it. The frenetic action, challenging missions, and creepy graphics will keep you blasting away through those cold winter nights.

GRAPHICS 4.0

Armorines' graphics rock with well-designed environments and some seriously creepy looking—and creepy moving—bugs. Fog effects are a little overused, but that's nothing new.

SOUND 4.0

Armorines' control mimics Turok's in almost every way—and that's a good thing. Your marine responds immediately to your commands, and blasting the baddies is no sweat.

CONTROL 4.0

The audio kicks it into overdrive with raucous explosions and scary screeches. Plus, the sound of the critters gestating inside the pods is straight-up nasty. Some voice-overs would have been nice, though.

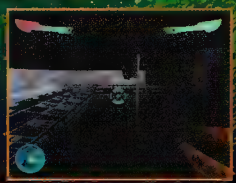
FUN FACTOR 4.5

With Turok: Rage Wars being a strictly multiplayer game, Armorines ranks as the best N64 corridor-shooter so far this year. Armorines' excellent action and kick-ass gameplay propels it straight into your gaming library.

◀ If you grow tired of the single-player mission, grab a friend and go head-to-head in Capture-the-Flag, Deathmatch, King of the Hill, and Race War multiplayer modes.

▶ Armorines: Project S.W.A.R.M. is a fun, action-packed free fest that any N64 corridor-shooter fan is gonna want.

PROTIP: Before leaving the Siberia compound during Mission 4, walk up this ramp...



...and enter the building to grab this flag that gives you the Sonic cheat.

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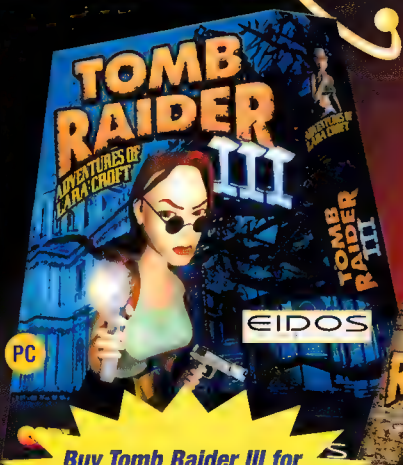

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VIGILANTE 8 2ND OFFENSE

BY DAN ELEKTRO

- Published by Activision
- $49.99
- 4 players
- Available now
- ESRB: Teen
- Car combat

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.5

KICK THE TIRES and light the fires—Vigilante 8 is back on the N64 with enough car carnage to give action gamers a serious case of boogie fever.

THIS YEAR'S MODEL

Like its PlayStation and Dreamcast counterparts, Vigilante 8: 2nd Offense returns players to the wild and woolly '70s, when love was free and gasoline was anything but. This time the gang is interrupted by some time-traveling hooligans packing powerful weapons and car upgrades from the future. Each of the game's nine characters (plus nine hidden ones) can complete a multilevel, cross-country quest, or players are free to jump into cooperative missions and quickie deathmatches.

In addition to their new flame-throwers, cars can be upgraded—the more opponents you trash, the more salvage points you collect. Fresh power-ups like hoverpods, hydro-floaters, and skis-n-treads give your car an edge in air, sea, and snow, respectively. You simply haven't seen wild car combat until you've piloted a flying garbage truck.

PROTIP: Don't destroy your computer opponents in a quest until you've completed the other objectives.

THE FRAME GAME

While there's plenty here to like—including nice engine growls and explosion sound effects as well as responsive, customizable controls—there are still a few places where 2nd Offense could've used a tune-up. Four-player matches are cool, but predictably tiny. Objects look more detailed with the extra memory enabled, but the frame rate also takes a hit in both single-player and multiplayer matches—and the difference between normal and hi-res is minimal anyway. Plus, the MIDI-style soundtrack can't do the songs justice; the tunes are good, but ultimately sound too bloopy and beepy. The object-oriented quest goals are cool (collect and deliver gas cans, briefcases, etc.), but it's not clear how to achieve some of the more unique goals, such as "trap the alligator" or "set records in the winter Olympic events." Figuring that out is supposed to be part of the fun. Supposed to be, anyway.

PROTIP: Fire bad. Plunge car into water. Fire go out.

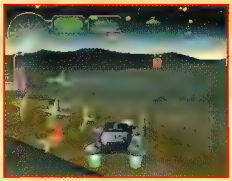
SHOOT TO THRILL

Still, in the grand scheme of things, these are just small scuffs on a game with showroom shine. When it comes to fast driving and faster shooting, Vigilante 8: 2nd Offense succeeds like no other N64 game. It's well worth the ride.

PROTIP: In Alaska, you can set pools of oil on fire—great for toasting opponents who might be crossing them.

Vigilante 8: 2nd Offense features a cool mix of retro machines and futuristic hot rods.

PROTIP: Stay away from exploding opponents or you'll take damage.



PROTIP: You can't hover over water, but you can jump small sections with some speed.

PROTIP: Need to ditch a terrain power-up in a hurry? Simultaneously press left-C and right-C.

PROTIP: Visit the lighthouse on the Pacific Harbor level for a bird's-eye-view—and a hover power-up.

GRAPHICS 4.0

The hi-res Expansion Pak spruces up the already strong graphics slightly, but it's not worth the hit to the frame rate, given that the standard textures are so detailed. Even with the extra memory, you'll find pop-up.

SOUND 4.0

The music is a nice blend of funk, rock, disco, and even a dash of neo-classical... but it all sounds the same after a while. Sweet gunfire and explosions give the audio some punctuation.

CONTROL 4.0

Of course, a garbage truck won't drive like a Prowler, but all cars handle problem-free. The analog stick responds nicely, the hand brake makes taking tight turns a breeze, and the buttons can be remapped at will.

FUN FACTOR 4.5

Unless you're looking for a cutesy showdown starring Mario, V8 is the only car combat game in town. Great graphics and improved gameplay make 2nd Offense one smooth ride.

A warrior isn't measured by his kills...
but by his heart.

Alundra 2

A New Legend Begins

Wield the sword. Solve the puzzles. Live the journey.

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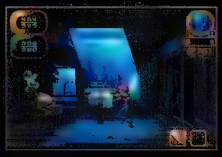

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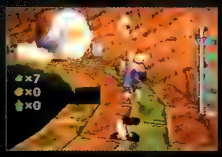

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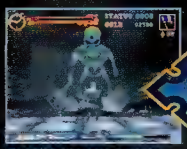
BY BOBA FATT

- Published by Konami
- $49.99
- Available now
- Adventure
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	1.0	2.0

Castlevania® Legacy of Darkness

KONAMI'S GOTHIC ADVENTURE franchise has sucked the blood of every major console since the NES—but last year's Castlevania 64 just plain sucked. Castlevania: Legacy of Darkness offers two new characters and some expanded environments, yet its scariest villain is still the horrendous camera.

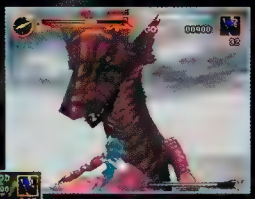


PROTIP: The key to most bosses, including this skeleton warrior, is to keep your distance and use throw attacks or long-range weapons.

Howl at the Moon

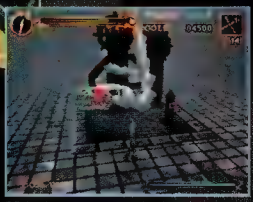
In Legacy, you choose one of four characters. Belmont-descendent Reinhardt Schneider and disc-throwing Carrie Fernandez are Dracula hunters from the original game, while Henry is a new gun-toting knight who must rescue seven children—also new is the lycanthropic Cornell, who must find his young sister before Ortega, his former friend and fellow werewolf.

Despite impressive character design and fluid polygonal models, Legacy's visuals will turn you to stone with garish 2D sprites and hazy textures. Plus, the oppressive castle is often marred by low-detailed areas, while its exteriors drown in suffocating fog.



PROTIP: Reinhardt's the toughest character to use—his whip has only a short range. Equip him with long-range weapons, such as the axe or cross.

PROTIP: You'll find one of Henry's children in the hedge maze just north, then east, of the wrought-iron gate.



PROTIP: The doors in Castle Wall open only when the time of day corresponds to their engravings. You'll find this skeleton dragon behind them!

The House of Camera Horror

Legacy's awful interface features a camera that constantly loses track of the action—especially in the diabolical hedge maze. From blind jumps to jerky corners, you can't see enough to control your characters properly; in fact, the castle's pathetic archives have arches so low that the camera bumps into them! Legacy's highlight is its sound design, which features startling shrieks and thunderous weather effects; yet its score still isn't on a par with Castlevania: Symphony of the Night's.

Legacy is bigger, but it isn't better. Even with four characters, the gameplay bites the big one. It's not worth a second look from Castlevania fans, or even a first look from newbies.

BY THE ENFORCER

- Published by Acclaim
- $49.99
- Available now
- Trivia
- 4 players
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.0

South Park Chef's Luv Shack

SOUTH PARK IS returning to the Nintendo 64, but this time Cartman, Stan, Kyle, and Kenny aren't trying to blow each other's brains out. Instead, they're joining their culinary buddy for a spankin' good time in Chef's Luv Shack—a game that combines *South Park*'s biting humor with You Don't Know Jack's quizlike structure and Mario Party's side-games.

Chef's Luv Shack features hilarious side-games, most of which are based on popular games of the past, such as Simon spinoff, Spank the Monkey. Mmm'kay?

Oh, My!

Luv Shack takes its cue from many of the popular trivia-style party games, inviting up to four people to participate in a game show and to play as *South Park*'s luvable children—with Chef as the MC. Much like You Don't Know Jack, Luv Shack presents contestants with a host of silly questions and answers based not only on the *South Park* show, but also on history, sports, and more. Between rounds, Luv Shack players compete in wacky side-games, such as Asses in Space (a spinoff on Asteroids), Spank the Monkey (a spinoff on the memory game, Simon), and much more. Each is very entertaining, and all are extremely funny.

Graphically, Luv Shack is on a par with the show. Every character comes to life in colorful...2D clarity—hey, it's *South Park*, what d'ya expect? The sound is a clever mixture of accurate *South Park* voice-overs with spoofed game show music. The control is also right on; for this game, functional suffices.

Moo, MOO, moo, moo, moo

If you're a fan of the show—which you almost have to be to answer a majority of the questions—you'll have a lot of fun with Luv Shack. Its whimsical comic take on the series makes for a fun time on a rainy Saturday afternoon.

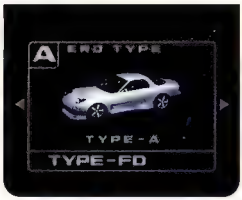
▶ PROTIP: Be careful how many points you bet on a Double Down. If you're wrong, you lose the point value, and your opponents can try to answer.

◀ PROTIP: In the Snow Fort mini-game, press A to grab the ball, then angle your shot off the wall to hit your opponent's snowman.

PROTIP: The question stops when you hit the A button; don't buzz in early unless you know the answer.

◀ Chef and the boyz are back on the N64 to tickle your trivia funny bone.

60 FRAME-PER-SECOND HIGH-SPEED ACTION



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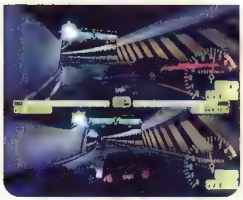

4 GAME MODES, INCLUDING SPLIT-SCREEN VERSUS MODE

27 BATTLE-READY CUSTOMIZABLE CARS

Sega Dreamcast

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Genki

EVERYONE
CONTENT RATED BY ESRB

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ROADSTERS

BY FOUR-EYED DRAGON

- Published by Titus
- $49.99
- Available now
- Racing
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	2.0	4.5	4.0

ROADSTERS COMPENSATES for the lack of decent racing games on the N64. While not an instant four-wheel classic, it's worth taking a spin in—especially with the Expansion Pak—thanks to its great control and visual shine.

PROTIP: Don't try to smash your opponents off the road—you'll be the only one to lose control.

Buckle up for a great ride with Roadsters.

Racing Without a Sunroof

Roadsters has a wide selection of slick convertibles and formidable tracks to test your driving skills. Although not as complex as Gran Turismo, Roadsters allows you to upgrade and adjust the parts of your speedster—and once you have the right parts, steering your car is a breeze. In fact, each of the game's 33 cars, including Alfa Romeos and Jaguars, can be tuned for the best feel with diverse tires, engines, suspensions, and gearboxes. You can even go into the pit and change your tires to fit road conditions.

Adding to the realistic race conditions are a variety of weather patterns, such as snow and rain, that continually affect how you maneuver around the 10 tracks. Plus, the game offers season, single race, and time trial modes, while, in multiplayer mode, up to four friends can compete for the checkered flag.

PROTIP: Even if the weather changes, there's no need to pit when racing in Category C division. Your car is slow enough to handle any road condition.

Set on the AM Dial

Sharp graphics keep Roadsters at a steady speed. Without the Expansion Pak, however, racers will lose sight of colorful backgrounds, cool scenery, and nicely detailed cars. Unfortunately, annoying voice-overs and less than stellar music will make you skid out of control.

While it doesn't grab victory honors in the racing genre, Roadsters still crosses the finish line with a flourish. Both casual drivers and hardcore racers will enjoy taking a ride with this impressive game.

NAMCO MUSEUM 64

BY BAD HARE

- Published by Namco
- $29.99
- Available now
- Coin-op collection
- 2 players
- ESRB: Everyone

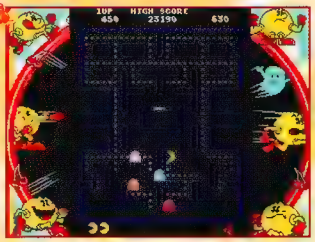
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	5.0

THE WORD "CLASSIC" gets attached to a lot of video games, but the specimens preserved in Namco Museum 64 really earn that title. These are games that have stood the test of time, paved the way for others, and are still fun after all these years.

PROTIP: Shooting dive-bombing Galaga aliens will yield more points than zapping them in formation.

Jam-Pac'd

Namco's taken the best six games from its five-disc Namco Museum series on the PlayStation and crammed them onto a single 64-bit cartridge. Pac-Man, gaming's first pop cultural phenomenon, is joined by the far more challenging Ms. Pac-Man—the king and queen of cute games. Dig Dug's strange mix of tunnels, air pumps, and, um, goggle-wearing tomatoes (maybe?) continues to offer a weird, subterranean action challenge. Galaxian may have started off as a Space Invaders clone, but its sequel (Galaga) was improved, making it the greatest 2D shooter of all time. The prototypical Pole Position delivered a white-knuckle thrill previously unseen in racing games, though it's a clunker here due to twitchy steering.



PROTIP: On the first four boards of Pac-Man, you can hide in the spot shown here indefinitely—as long as you park when no monsters are looking at you.

PROTIP: In Dig Dug, pump up a Pooka or Fygar to stun them, then drop a rock on them for a bonus.

Unlike the PlayStation's direct-port emulations, these games feel like they were rebuilt with some of the original elements. The graphics are accurate and the controls feature reconfigurable buttons and operator dipswitch settings, but there are a few sound effects out of place (only purists will notice).

The Best of the Best

Sadly, there is no cool historical tour of the games, making this Museum less a house of history and more a greatest-hits package. Still, with such a pedigree, no N64 owner with a love for the true classics should pass this cart up.

GAME BOY COLOR

VATICAL ENTERTAINMENT PRESENTS

VIGILANTE 8

- The ONLY AUTO-COMBAT GAME on Game Boy Color
- Includes REAL VOICE PLAYBACK, RUMBLE, and MULTIPLAYER features
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- CUSTOMIZABLE CONTROLS and game play modes

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LINK CABLE

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ENTERTAINMENT

TOP GEAR HYPER-BIKE

BY VICIOUS SID

- Published by Kemco
- $55.00
- 4 players
- Available February
- ESRB: Everyone
- Motorcycle racing

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.5	4.0

PROTIP: For big jumps on motocross levels, lower your front wheel with the bike and raise it with acceleration.

▶ PROTIP: Ignore blue nitro bursts and target superior red boosts for a short-lived, instantaneous speed increase.

JAM-PACKED WITH fire-belching motorcycles from Honda, Yamaha, and Kawasaki, Top Gear HyperBike's hair-raising combo of street and motocross racing will reel in even jaded racing junkies. While standard Single Race and Time Attack modes are available, you'll probably prefer to stick with the satisfying multiseason Championship mode to earn sweeter bikes and tougher courses. You'll love the tight handling of Hyperbikes, though some advanced tricks are a bit awkward.

HyperBike's slick polygonal rides and detailed rider animations are strikingly realistic—for example, before a crash, you'll notice riders assume a shock-absorbing cradle position. The vast, sweeping landscapes are similarly eye-catching, but the warping textures and reduced frame rate in the multiplayer modes are a bit distracting. The wicked snarl of pursuing bikes rocks, but the uninspired techno soundtrack is just background noise.

High-resolution Expansion Pak support, an addictive Trick Attack mode, and a powerful yet intuitive level editor round things out—HyperBike has a lot to offer. After a few laps, you'll soon agree that this road hog is the prize pig.

FIGHTER DESTINY 2

BY VICIOUS SID

- Published by SouthPeak Interactive
- $49.95
- 4 players
- Available February
- ESRB: Rating Pending
- Fighter

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	3.5

FIGHTER DESTINY 2 provides a much-needed outlet for frustrated N64 pugilists, but its uneven gameplay will eventually vex seasoned pros. True to fighting-game form, FD2's sizable character roster is loaded with hilarious stereotypes: Dixon's a militant, plaid-clad British punk, while Brazilian babe Adriana wears a tribal headdress and dances frantically before each match.

During combat, the throw-heavy strategies are somewhat reminiscent of those of Rival Schools and Tekken 3—but sadly, FD2 lacks the depth of either game. Some basic maneuvers are a bit clumsy, otherwise the responsive controls don't disappoint. Visually, FD2 sports solid animation and character designs, but the garish effects in some backgrounds are poorly implemented. While you may want to disable the grating background music, the announcer's breathless comments ("Come on, let's do it!") are a riot—at least for a while.

The unique Fighter's Arena mode is definitely worth a play, but FD2's throw-centric gameplay eventually grows tiresome. Still, hardcore N64 warriors will appreciate this latest offering.

▶ PROTIP: Don't stand too close when your opponent is hanging from the edge—he may come up with a hard hit or pull you off the arena.

◀ PROTIP: When your opponent is dizzy, unleash a special attack to earn a whopping four points.

RALLY CHALLENGE 2000

BY VICIOUS SID

- Published by SouthPeak Interactive
- $49.95
- 4 players
- Available now
- ESRB: Everyone
- Racing

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	2.5	3.5	3.0

[illegible] by powerful racers, Rally Challenge 2000's low-octane visuals and swervy gameplay will undoubtedly force you into "snooze" control.

Four racing options are available—Arcade, Championship, Time Trial, and Vs.—but each mode contains the same lifeless gameplay. The simple control scheme is intuitive, but the sluggish cars respond poorly, especially during tight turns. At least you can suffer with a friend in the tolerable multiplayer modes. As for looks, Rally Challenge's well-built cars are presentable, but the sloppy, pixelated courses desperately need a graphical jump-start. Sourwise, an obnoxious announcer and blurry, warping background trees will set your teeth on edge—better keep that Mute button handy.

Rally Challenge's no-frills racing lacks both visual flair and compelling gameplay. If you have to have a great N64 racer, steer clear of this clunker and check out Kemco's Extreme Racing U.S.A.

PROTIP: You'll decelerate drastically if you [illegible] another [illegible]

PROTIP: The Hyundai Coupe Evolution V is a good high-speed car, but the Mitsubishi Lancer Evolution V is the best [illegible]

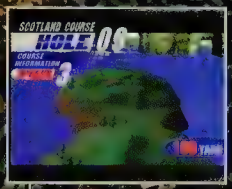
"...AN EXCELLENT TITLE TO ADD TO THE [SEGA] DREAMCAST™..."
-Game Informer

TEE OFF

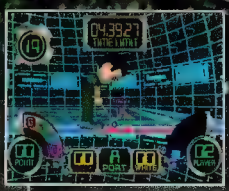
ON YOUR SEGA DREAMCAST™!

It's time for TEE OFF – the first golf game for SEGA DREAMCAST™. With 128-bit graphics, the greens have never looked better. And with arcade style gameplay, golf has never been more fun! Play as a foursome and hit the links. Square off against a friend and battle to the fairway. Work on your strategy against 15 talented course opponents. So tee up your shot and TEE OFF!

Take control of your swing – topspin, backspin, even hooks and slices!



Conquer the world's best courses to unlock hidden characters.



6 great game modes – like Match Play and the futuristic GATE BALL!

Adjustable difficulty levels & easy-to-use controls – duffers and pros alike can have fun!

EVERYONE
E
CONTENT RATED BY ESRB

Sega Dreamcast™

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Delve into Jim's zany psyche and visit bizarre environments.
Over 30 fearsome foes, and the haunting return of Disco Zombies and Psycrow.
Force your opponents to eat dirt with the Disco Ray, Lepmanaun Egg or Pea shooter guns.
Squirm your way through insane events, including Pig-Sliding and more.

www.interplay.com

Windows 95/98 REQUIRED

EVERYONE E CONTENT RATED BY ESRB

Developed by

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Get Wiggly With It!

Play that funky music, slime boy! Earthworm Jim is back, bustin' out of retirement with all new 3D moves. He's wild. He's crazy. He's a maniac. Clear out evil doers! The spineless phenom with the mega plasma burst of love is now in the house, shakin' his tail and rockin' your world.

EARTHWORM JIM 3D™

The Worm Has Turned.

Wiggling to a Console near you

BY DR. ZOMBIE

- Published by Infogrames
- $49.99
- Available now
- Driving
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.5	5.0

TEST DRIVE 6

Few Dreamcast racing games are available, but Test Drive 6 delivers satisfying, upscale racing action to Sega's new system. Making use of the Dreamcast's tremendous graphics and processing horsepower, TD6 is a joy to behold with plenty of options, features, and game modes that ensure a fun ride for all.

Speed Racers

In addition to piloting supercars such as Lotus Espirits and Dodge Vipers, you can race classic muscle cars like the 1969 Dodge Charger. Fans of previous Test Drives know about the fast action in store for them as they race high-performance vehicles through a variety of terrains. Signature elements of the action are evading the police force that tries to end your run or playing as the 5-0 yourself.

PROTIP: In Cop Chase mode, ram and block one fugitive car at a time. Pass them, then force them into corners for repeated blows.

PROTIP: Don't rush at the start. Let the opposition clear out the pedestrian traffic at the first couple intersections.

PROTIP: Don't forget that civilians drive on the "wrong" side of the road in certain countries!

In Tournament mode, you earn money by wagering on races that take you worldwide from New York to Egypt. The more you win, the more you can upgrade cars. The thrills keep coming as you tackle specific goals and objectives in the Challenge mode—plus, when you tire of racing the computer, you can face off against a friend with the same options in the smooth, multi-player mode.

Putting Pedal to Metal

TD6 is art in motion. The various tracks are highly detailed, reflecting both the international locales as well as diverse types of driving challenges. It's a blast zooming down marble steps in Rome, steering through narrow alleyways in Egypt, and avoiding rows of yellow cabs in New York City. The in-depth, interactive environments feature plenty of unpredictable traffic, huge jumps, breakable objects, and collisions.

The soundtrack, meanwhile, sports hot riffs from name bands, such as Eve 6, and the sound effects are sharp. The controls provide excellent command of your vehicle, though it's sometimes difficult to squeak out of tight corners.

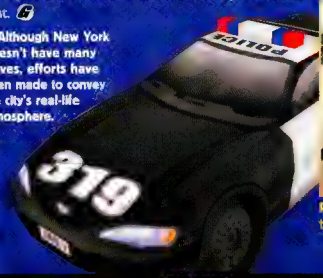
PROTIP: Hit brakes and gas for most turns. Use the hand brakes only for turns sharper than 90 degrees.

PROTIP: Hidden passages abound. Keep an eye out for fast turns off the main road.

PROTIP: Avoid burnouts at the starting line by keeping your engine revved just below the red RPM line.

Burning Rubber

Test Drive 6 will satisfy your need for speed—and for entertainment. The excellent graphics and gameplay, plus the wide assortment of vehicles, tracks, and game modes ensure there's something for racers of all calibers. Don't just Test Drive this hot ride—this game merits a down payment.



◀ Although New York doesn't have many curves, efforts have been made to convey the city's real-life atmosphere.

PROTIP: Hug sharp turns and push your opposition to the outside walls.

GRAPHICS	5.0

Crisp graphics and slick animation help bring the cars and tracks to life. A variety of beautiful international locales, from highways to desert trenches, make driving fun.

SOUND	4.5

Ripping tracks from name bands such as Eve 6 and Gary Numan, along with digitized engine revs and collisions, nail your ear to the road. Test Drive 6 sounds as good as it looks.

CONTROL	4.5

The Dreamcast's trigger controls are excellent for gas and brakes, and the analog controller provides a firm grip on the wheel. Onscreen actions match up smoothly to offscreen controls.

FUN FACTOR	5.0

Given the limited competition on the Dreamcast circuit, Test Drive 6 is the system's racing game to beat for fast action, sharp graphics, diverse challenges and options, and a high replay factor.

"To really understand how decomposed these zombies are you have to be in close personal contact," Stick thought as he smashed his fist through the braindead
Sega Dreamcast
IT'S THINKING
ZOMBIE REVENGE
SCREEN GRABS SUCK.
SEE IT FOR REAL AT
sega.com/games
ghoul. But this was no time for theory. Three new bonebags were moving in fast, and Stick had lost his gun. They charged. He wrecked the first one with a series of quick uppers, clocked the other one with an elbow pop, and dropped the third guy with a reverse rocket crotch kick. Then he spotted his gun. Unfortunately, it was stuck in his face with a zombie behind it. "Yo, voodoo child," said Stick "Your trigger finger's missing..." sega.com/games
Animated Violence
Animated Blood
and Gore

BY FOUR-EYED DRAGON

- Published by Activision
- $49.99
- 4 players
- Available now
- ESRB: Teen
- Car combat

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	5.0	5.0

LOOKING FOR A safe way to act out your aggressive driving tendencies? Although the original Vigilante 8 debuted on the PlayStation to great acclaim, the Dreamcast sequel rolls up as an overwhelming improvement with great features.

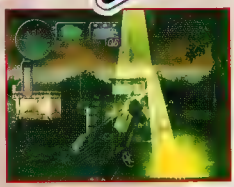
VIGILANTE 8 2ND OFFENSE

MORE COLOR THAN JHERI CURL ON FIRE

In Vigilante 8: 2nd Offense, you take control of souped-up autos that can be equipped with shrapnel-spraying weaponry. The goal? Blow up everything in your path! Each of the 18 funky vehicles (9 to start with and 9 hidden), including a menacing garbage truck and a six-wheel moon car, handle differently—and they can carry an armory of missiles, flamethrowers, lasers, mines, and special weapons that are unique to each driver. Additionally, the game contains nine gameplay modes, three for single players and six for multiplayer action. The eight levels are packed with a wide range of terrain, interactive structures, and hidden goodies.

PROTIP: Load up on Interceptor Missiles and Mortar Swivels, perch on a hill, pick a target, and start firing.

Right from the start, road ragers will get an eye-full from the awesome graphics. Each well-designed level shimmers with fine detail and contains a fun theme, such as a ski resort, Louisiana swamp lands, and the best-looking shipping dock ever. Furthermore, each muscled car flexes with cool designs, while explosions, artillery blasts, and falling debris fire up an unforgettable visual show. Oddly, though, you can sometimes drive right through solid walls! It's 2nd Offense's only downer.



PROTIP: Don't bust up the tombs in Louisiana: Spirits will come after you.

HITTIN' THE THREE-WHEEL MOTION

The controls are sweet with a layout in perfect alignment for easy movement. Fast button response enables you to switch smoothly between diverse armaments, while weaving through menacing four-wheel monsters is a cinch. The fact that you can quickly tap the gas button for a fast speed-burst to race up steep ledges or zoom out of a dangerous bind is a neat addition.

Groovy tunes and monstrous weapon effects tune the game. A funky '70s soundtrack makes for some bumpin' rides, and deafening explosions rattle your eardrums at every turn.

PROTIP: In Arizona, as you go through the Observatory's front doors, hold right. You'll be transported to the crater behind the building, where you'll find a wrench and two weapon crates.

I COULD'VE HAD A V8!

As the first of its kind in the vehicle combat genre on the Dreamcast, Vigilante 8: 2nd Offense tears up the road with extreme and fun automobile mayhem. Don't miss this game—it's the car battle of champions.

Vigilante 8: 2nd Offense drives with intense action.

GRAPHICS 4.5

From car designs to area layouts, 2nd Offense is an overall visual masterpiece full of striking detail. One blatant smear on the canvas, however, is that you'll occasionally drive through solid walls.

SOUND 5.0

Get thrown back to '70s funk with 2nd Offense's smooth tunes. If that doesn't make you want to turn up the volume, maybe the sharp sound effects will.

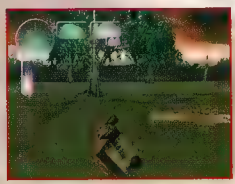
CONTROL 5.0

User-friendly controls, especially the turn-on-a-dime steering, make every vehicle a breeze to maneuver. Plus, you can configure the controls.

FUN FACTOR 5.0

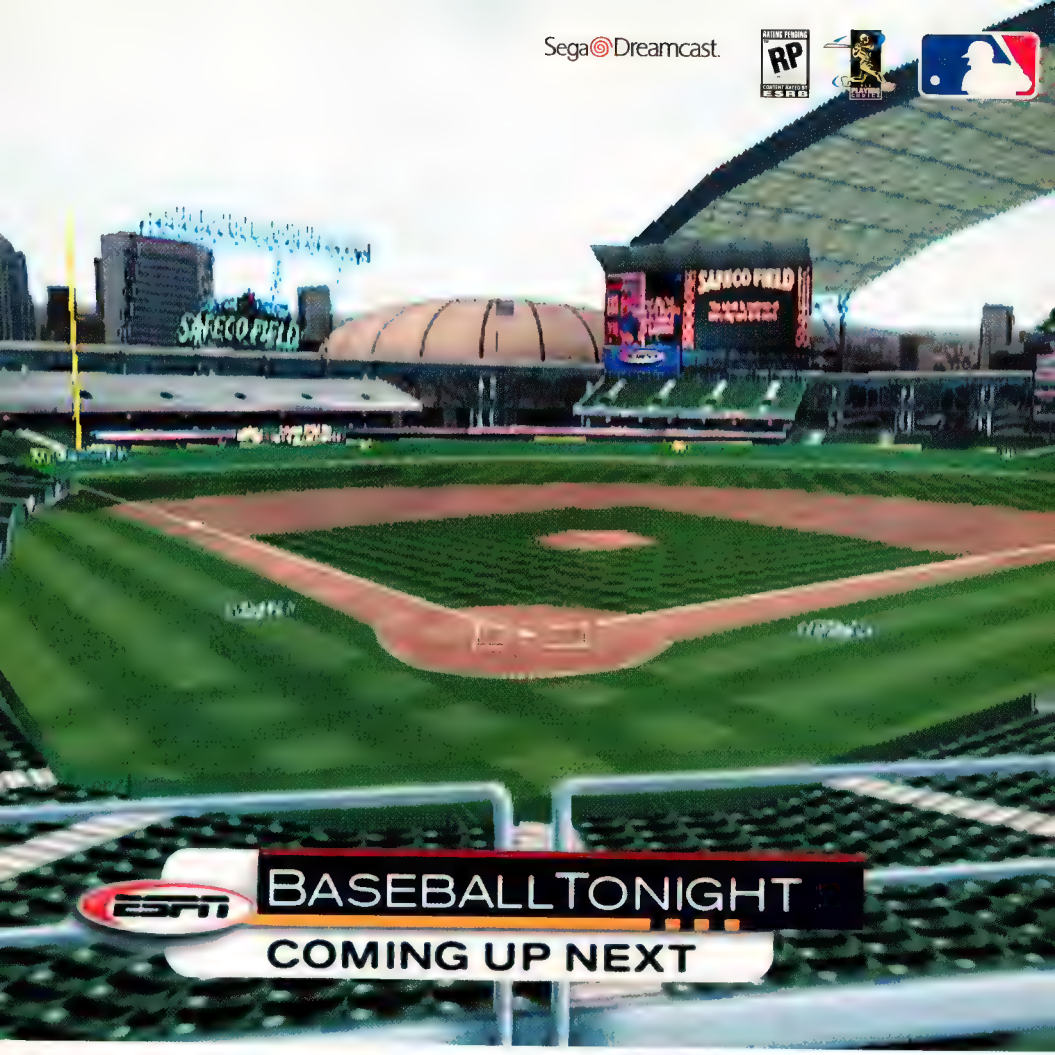
Vigilante 8: 2nd Offense has more potent ingredients than the vegetable drink. Colorful visuals, a pumped up soundtrack, and comfortable controls rev up for awesome gameplay.

PROTIP: Look out for prowling sharks in the waters of Florida. They can do some serious damage.



PROTIP: Stuck upside down in water? Quickly tap the stick either right or left to get back on your wheels.

Sega Dreamcast.



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Sega Rally 2 fans now have a reason to stay home: SR2 for the Dreamcast is every bit the arcade version—but this time, you can save your quarters.

THE ELECTRIC SLIDE

SR2 is all about power-sliding through off-road turns; if you don't like skidding around curves in a Lemans-type car with the wheels aimed one way and the car headin' another, don't even bother picking up the controller. There are only six tracks, but alternate routes and variations combine for a total of 17 courses. You'll also choose from 20 cars—some of which you earn—in four race modes.

LOOK, AND LISTEN!

The simple driving controls come with several preset configurations. Using the analog stick on the DC controller will be almost second nature when you're handling the sliding, yet the more expert gamer will find tackling wicked turns in heavy snow to be a handful.

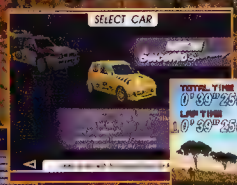
The beautifully rendered cars and the background scenery give the race a realistic sheen, but even the Dreamcast is still susceptible to pop-up on the horizon. The energetic music suits the action nicely, and you can choose a male or female copilot who helps navigate by screaming "medium turn, right." Too bad you can't nix 'em both, though—the screaming becomes annoying after the first lap.

Nevertheless, Sega Rally 2 is a winner. It looks and feels like the arcade version, and there's no slowdown at all even in two-player split screen mode. SR2 is worth at least a rental for those racing enthusiasts who enjoy coin-op racing thrills on the comfort of their own couch.

BY LAMCHOP

- Published by Sega
- $49.99
- Available now
- Racing
- 2 players
- ESRB: Everyone

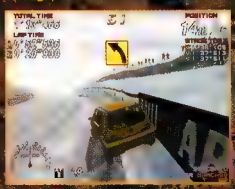
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.0	4.5



PROTIP: Complete Arcade Championship mode to earn the Hot Sakeeta Sportin' a good car for all tracks.

PROTIP: For those extra-wicked turns and hill-climbing settings for quick turns and

PROTIP: In snowy curves, don't bother with the brake! Let go of the gas, and you head into a turn between drough, floor it.



PROTIP: You'll find shortcuts and other secrets in snowy tracks. Avoid spots where snow looks extra-deep.

BY LAMCHOP

- Published by Taito
- $29.99
- Available now
- Fighting
- 2 players
- ESRB: Teen

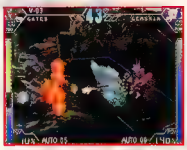
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	3.0	2.5

PROTIP: Psychic energy can be used close-up. Charge it up and let fly when your opponent is close.

A 3D FIGHTER? Played that. But Psychic Force 2012 adds a 360-degree twist so you can fight in mid-air. A neat concept—but not well done.

Though these ESP-powered pugilists like to duke it out while floating, the free-movement idea is limited by a transparent cube arena—and characters look like they're standing on an invisible platform the art guys forgot to draw in. Familiar Street Fighter–type controls direct psychic-energy damage, but you have only punch, strong punch, and block buttons.

The authentic Japanese voices (with wretchedly done English subtitles) are appreciated, but the A.I. ain't too smart—you'll breeze through the eight opponents in 20 minutes. It doesn't take a psychic to figure out there are better ways to spend your cash.

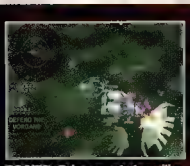


PROTIP: Finishing off your opponent with a powerful attack will send them flying through the barrier.

BY LAMCHOP

- Published by Metro3D
- $49.95
- Available now
- Space combat
- 4 players
- ESRB: Everyone

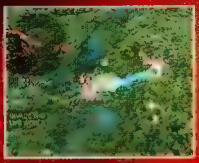
GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	3.5	4.0



PROTIP: Take up missions like escorting to earn an average of 200 credits per mission.

ASTEROIDS-STYLE SPACE-SHOOTIN' comes to the Dreamcast in Armada—and hey, it's not half bad.

You play as one of six space-bound species, travelling to starbases, escorting ships, and protecting your civilization from the Armada, a biomechanical entity that breeds to dominate the universe. The game's simplicity shows up in its blah graphics and basic shoot-the-bad-guys gameplay. But these flaws are overshadowed by Armada's addictive action—earning credits for new weapons, [illegible] Armada features passable sound and [illegible] though it doesn't take advantage of the Dreamcast's power in many areas. Still, it's a compelling enough [illegible] 2:00 am trying to [illegible]



PROTIP: Purchase an energy-enhancer to maintain energy at 50 percent so you can blast away while using your boosters.

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www.3do.com

EE AIR HENDRIX
- Developed by Black Box
- Published by Sega
- Target release date: February

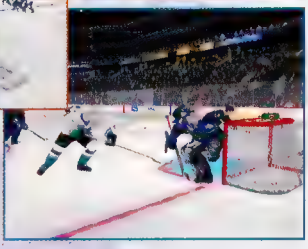
FIRST LOOK

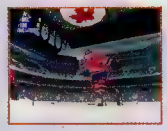
DREAMCAST

NHL 2K

On the Bench

Sega's getting primed for "the coolest game on earth" with all the features you'd expect from a hockey game. In addition to offering all the pro teams, players, and arenas, NHL 2K will provide player creation, fighting, trades, and season play. The intriguing Showdown Tournament mode should be a fun way to compete with a friend, allowing you to play diverse games and teams against each other in best-of-three or best-of-five series.





Sega body-checked sports gaming to the next level with the awesome NFL 2K and NBA 2K, and now hockey fans can get pumped up for a piece of the action with the Dreamcast's latest hot prospect, NHL 2K.

VMU Action

One of the most exciting features of NHL 2K is how the Dreamcast's VMU will play a key role in the on-ice action. Sega reports that the game will offer a "detailed" play editor that enables you to create your own custom plays. You'll then be able to save them to the VMU and call plays there without your opponent spying on your strategic moves via the TV screen. Gamers will also be able to change lines from the VMU—another cool touch.

Visual Splendor

Sega has already blown away sports fans with console gaming's best hoops and football graphics, and NHL 2K should do the same for hockey fans. The player models will each sport more than 1400 eye-popping polygons and move with over 1000 motion-captured animations.

Cool effects like ice sprays on fast stops, fans who move their heads to track the play, and players and coaches lining the bench and penalty box should also ratchet up the excitement. Plus, the arenas will be blown out with retired jersey numbers, championship banners, and all those lovely ads.

While NHL 2K isn't being developed by Visual Concepts, the masterminds behind NFL 2K and NBA 2K, it is being created by former members of Radical, which developed the solid NHL Powerplay series on the PlayStation. As long as they can pull off the same combo of killer visuals and tight gameplay that Visual Concepts did, NHL 2K should rock in the rink.

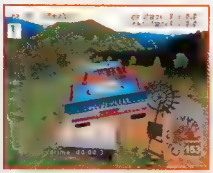
NASCAR Rumble

BY AIR HENDRIX

- Developed and published by EA Sports
- Target release date: February

FIRST LOOK

PlayStation



If the "keep turning left" ovals of NASCAR bore you stiff, NASCAR Rumble might be just the kind of stock-car action you're looking for. Rumble will head off the tracks onto some Need for Speed–style courses that wander through beaches, deserts, swamps, cities, and elsewhere.

The action will be pure arcade—think Beetle Adventure Racing—as you bash opponents, rip over jumps and through shortcuts, and jolt into wild wipeouts. You'll even be able to collect one-shot power-ups that freeze opponents, wreck them out with tornadoes, boost your speed, and more.

The NASCAR license means you get to climb behind the wheel as 30 Winston Cup drivers (Gordon, Jarret, Earnhardt, and company) and 7 NASCAR truck drivers, including Mike Wallace. Victories in the five single-race and season modes will unlock hidden cars ranging from a chicken truck to the classic ride of NASCAR legend Richard Petty. It all sounds like a fun twist on the NASCAR experience. If EA Sports delivers the right finishing touches, Rumble should deliver high-octane stock-car thrills.

ESPN NBA Tonight

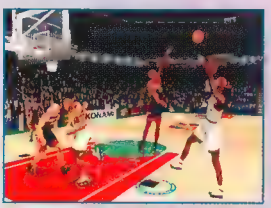
BY AIR HENDRIX

- Developed by KCEA
- Published by Konami
- Target release date. Spring 2000

FIRST LOOK

Dreamcast

The makers of PlayStation's beleaguered In The Zone series are pivoting onto the Dreamcast court with a sexy new license from ESPN. NBA Tonight will be loaded with all things ESPN: commentary by Stuart Scott and Brent Musburger, Player of the Game interviews, and those familiar ESPN score overlays. Naturally, NBA Tonight will also sport all the pro teams and players in season or exhibition action, along with a create-a-player option, more than 25 dunks, and plenty of jukes and dekes. Sounds like a decent lineup, but the big question will be whether Konami has enough game to hang with stars like NBA 2K.



Hot Shots Golf 2

BY FOUR-EYED DRAGON

- Developed and published by Sony Computer Entertainment America
- Target release date: March

FIRST LOOK

PlayStation

THE PLAYSTATION GAME that made golf fast and fun is back with more clubs in its bag. The sequel to Hot Shots Golf will have six new golfers—each one displaying unique idle, par, bogey, and eagle animations—plus six new courses to challenge your club skills as you play in six gameplay modes: Match Play, Stroke Play, Vs., Training, Miniature Golf, and Tour Play. Additionally, your victories will enable you to upgrade your clubs and win new golf gear. You can get ready for the second round of Hot Shots Golf in March.

Tiger Woods PGA Tour 2000

BY FOUR-EYED DRAGON

- Developed and published by EA Sports
- Target release date: January

HANDS-ON

PlayStation

TIGER'S TEEING OFF for the year 2000 in this latest EA Sports golf sim. In addition to putting as Tiger Woods, you'll be able to play as other PGA Tour vets, such as Mark O'Meara, Brad Faxon, Lee Janzen, and Justin Leonard. After choosing your persona, you'll tackle five pro courses, including TPC at Sawgrass, Poppy Hills, Badlands, TPC at The Canyons, and TPC at Summerlin. Of course, there are an array of gameplay modes, including Skins, Shootout, Foursomes, Four Ball, Tournament, Practice, Driving Range, and Tour.

Unfortunately, the preview version was sandtrapped with a slow frame rate and lackluster audio. Let's hope EA Sports is fixing all that up—if it does, Tiger could produce a hole-in-one at the game's release.

Tee Off Golf

BY FOUR-EYED DRAGON

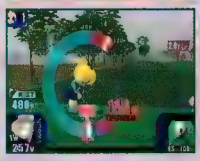
- Developed by Bottom Up
- Published by Acclaim
- Target release date: January

HANDS-ON

Dreamcast

AS THE DREAMCAST'S first golf game, Tee Off Golf won't be a serious sim, but an arcade golfer similar to Hot Shots Golf for the PlayStation. You'll be able to…tee off with 12 anime characters, each with diverse skills and abilities. Up to four players can compete on five courses and in six gameplay modes: World Tour, Free-Round, Match Play, Stroke Play, Point Play, and Millennium.

Sharp visuals starred in the preview version, but the subpar audio needed work. Still, Tee Off Golf looked good enough to take the tour by storm in January.



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GAME BOY COLOR

BY THE ENFORCER

- Published by Square EA
- $39.99
- 1 player
- Available February
- ESRB: Teen
- Role-playing

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.5

PLATFORM
PlayStation

IN A SEASON full of strong RPGs, Square EA is coming to the battlefield with SaGa Frontier 2. And if you've already conquered Final Fantasy VIII and are looking to hook up with the next great adventure, SF2 is your game. Its exceptionally deep story line and superb gameplay will appeal to sword-wielders everywhere.

Scorned

SF2 is the story of a kingdom and family torn apart. When King Gustave VII learns that his son and heir apparent, Gustave VIII, is incapable of wielding the magic Anima (an energy supposed to reside in all living things), necessary to ignite the Firebrand sword, the king banishes him and his queen mother, Sophie. What happens next is a complex story of revenge, betrayal, sibling rivalry—and a quest to see who will rule the land and unite its people.

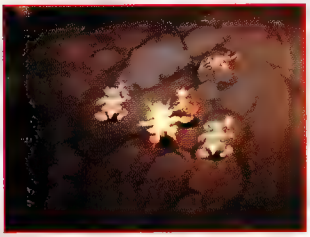
Like most great RPGs, SF2 is driven by an excellent story line—both complex and engaging—as well as strong characters who you'll actually start to care about. Like its predecessor, SaGa Frontier, SF2 presents multiple story lines woven together to create an epic tale. Square EA has done a superb job, giving adventurers exactly what they're looking for in an RPG.

PROTIP: Experiment with a variety of combat actions while knuckling it up with the baddies. Make sure you write down those that work best.

Family Ties

Graphically, SF2 combines excellent, hand-painted watercolor backgrounds with traditional 2D character sprites to produce a spectacular visual feast. While this game's spell and battle visuals aren't quite up to speed with Final Fantasy VIII's, its effects don't look as archaic as those in some of the recently revamped RPGs, such as Final Fantasy Anthology.

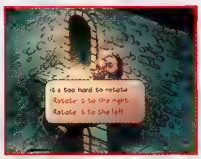
As for SF2's control and sound, both are solid. Once you get used to the depth of SF2's menu screens, you'll have no problem arranging the order of your characters or equipping them with items; participating in battles is also a breeze. The sound soothes the senses with beautifully orchestrated background music; however, SF2 could've used some voice-overs to move the intricate story along.



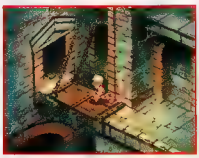
PROTIP: With the bandits in the cave, concentrate your attacks on the chief. Once tired, she'll insist that her party leave you alone and exit the cave.

For King and Country

SaGa Frontier 2 comes to the battlefield ready to take on the RPG heavyweights with an excellent story-driven adventure that will appeal to the true diehard fan. If you've already finished FFVIII and need another challenge, SF2 won't steer you wrong.

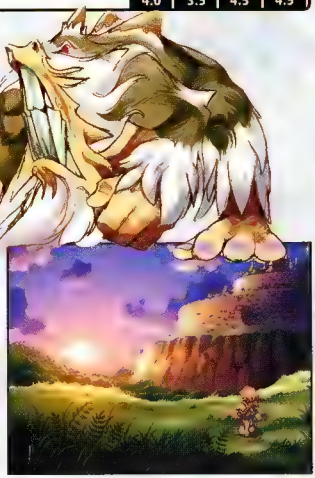


PROTIP: After finding the hidden passageway in the Wide Kingdom's castle, rotate this crank to the right...



...to lower this drawbridge so you can safely pass through.

PROTIP: In the Conquest of Wide chapter, you must talk to Leslie twice before being granted reentry to the castle.



SaGa Frontier 2 features staunch RPG gameplay; a deep, engaging story line; and beautifully painted watercolor backgrounds.

◀ SaGa Frontier 2 combines RPG point-and-click battles with strategy-based combat to blow out the battlefield intensity.

GRAPHICS 4.0

SaGa Frontier 2 contains the most beautifully painted backgrounds of any PlayStation RPG. However, the character graphics are still in 2D sprites, and the spell and weapon effects won't exactly thrill the masses.

SOUND 3.5

Like its backgrounds, the soothing orchestrated music is great. But SF2 could've used some voice-overs to help move the excellent story along.

CONTROL 4.5

Though the menu system is intricate, it's easy to navigate. Plus, moving your characters through the environments and equipping them with the necessary tools is a breeze.

FUN FACTOR 4.5

If you're a connoisseur of RPGs, this is the next adventure you need. Not as spectacular as FFVIII, SaGa Frontier 2 is still a premiere RPG with a great story line and an engaging lot of characters.

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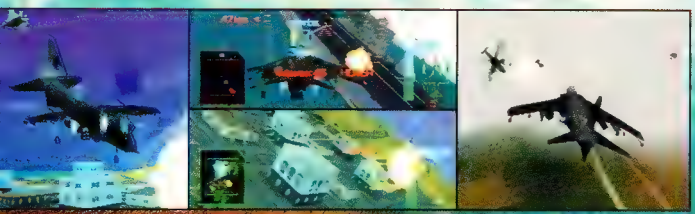

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PROREVIEWS

PLATFORM
PlayStation

Chocobo's Dungeon 2

BY E. COLI

- Published by Square EA
- $39.99
- Available now
- RPG
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	2.5	4.0	3.0

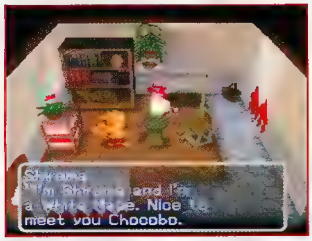
GIVEN SQUARE'S REPUTATION for great gaming experiences, Chocobo's Dungeon 2 is a surprisingly simple and plot-free adventure. This ho-hum game takes the player back to the days of first-generation RPGs when the main point was to make it through mazes to the exit.

PROTIP: If your HP is low and you haven't found the exit, use spells on enemies before they get too close.

PROTIP: Use the teleport card to exit the dungeon only when your HP is low and you want to keep the items in your inventory. You'll restart the level from the beginning, though.

Blast from the Past

Playing as Chocobo, you must traverse increasingly larger mazes by hacking enemies, picking up items, and learning spells. You won't travel alone, though: Every time you complete a level, which are made up of five or more dungeons, you'll meet a new companion who tags along on the next level.



PROTIP: In Shiroma's house, check every piece of furniture for special items.

In certain levels, you're able to combine items into new ones, whose purposes aren't always clear. And because the amount of items you can carry is limited, choosing the right ones to keep or discard is a guessing game—even worse, if killed, you're transported back to the beginning of the level and your item inventory is emptied.

Child's Play

Visually, this game is pure eye-candy, not unlike a beautifully illustrated children's book. The music, though, is bland and tiring, and the adequate controls could've used analog compatibility (especially for maneuvering diagonally in those tight maze corridors).

Chocobo's Dungeon 2 is definitely aimed at young gamers, who will be enthralled by the cuteness of it all. Seasoned RPG gamers, however, won't find anything interesting in this pretty game.

PLATFORM
Nintendo 64

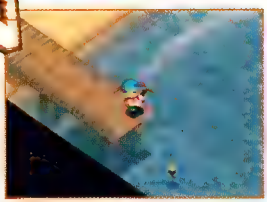
Harvest Moon

BY SLO' MO

- Published by Natsume
- $49.99
- Available now
- RPG
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	4.0	4.0

PLAYING HARVEST MOON is as interesting as watching grass grow, but in this case, that's oddly fun. You inherit granddad's run-down farm, and your task is to make it a prosperous homestead by growing crops, such as corn, tomatoes, and eggplant, as well as raising livestock, like chickens, cows, and sheep.

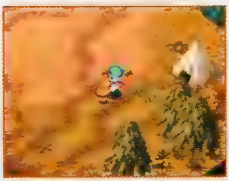


PROTIP: Fishing earns cash while you're waiting for crops. The bite in the river is best in the early A.M. At night, catch fish from the beach pier.

PROTIP: Sow seeds by tossing them in the air. They cover three-by-three square plots of land exactly.

Green Thumbs

Moon's pull lies in its solid but simple RPG gameplay and the ever-mysterious appeal of virtual pets…er, plants. You play via a sharp-looking, ¾ overhead perspective. The easy-to-learn, handy interface enables you to smoothly swap farming tools, such as sickles, hoes—and the vitally important watering can. After working your land, you actually get a good feeling when your crops bloom and you cash them in to purchase livestock and more seed.



PROTIP: Remember nature's bounty. Mushrooms, berries, melons, and other wild produce supplement your income.

Between harvests, you must become an active member of your farming community, which opens up a variety of gameplay. You enter a swimming contest, fish, and ride in a horserace. You even have to find a mate. Yup, you must figure out how to court a local lass and raise a family. Hey, don't sweat the honeymoon; it's harmless and part of the unusual challenge in this game of life.

Blighted Crops

Moon has a few weeds in its garden: The otherwise sharp graphics suffer from noticeable draw-in, and the sounds are sinfully barren. Also, the game environment feels small, with very few locations.

Harvest Moon isn't a game for swashbucklers or diehard cityslickers, but, for pure RPG fans, it's a horse of a different color.

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BY THE ENFORCER
- Developed by Matrix
- Published by Activision
- Target release date: February

FIRST LOOK

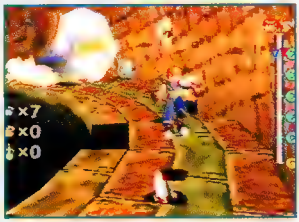
PlayStation

Alundra 2

Swords, Damsels, and Puzzles

After a two-year hiatus, the Alundra franchise is back to cast a spell on the PlayStation. Much like its predecessor, Alundra 2 promises to combine action and RPG elements with some wickedly tough puzzles, giving gamers a complete experience they won't soon forget.

Set in a fantastic pirate world, A2 will thrust gamers into the role of Flint, a young adventurer who must battle nasty pirates and sinister overlords to avenge the death of his father. In addition to posing countless mind-blowing brainteasers, A2 will feature sword-slashing action and 10 mini-games that enable you to obtain necessary—not to mention ultra rare—items to help you move the story along. You should be prepared to navigate a RC car and even throw some darts; throughout the adventure, you'll also find dozens of other items—over 64 to be exact, from herbs to amulets.



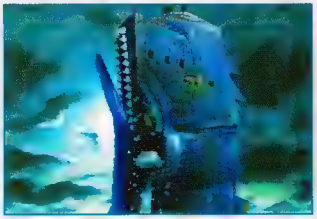
Magical Sights

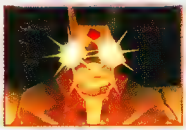
Alundra 2 is being completely rebuilt from the ground up with a real-time, 3D polygonal game-engine to fully engage you in the action. There's even a completely manual rotating camera that will enable you to view the action from any angle through three scaleable views. Also on tap is over two hours of in-game cut scenes, while, sonically, A2 will contain a gaggle of voice-overs and a dramatic score to pace the action.

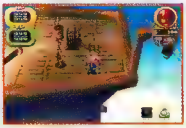
You Put the Grrr in Monster

Of course, no action RPG would be complete without some bad-ass monsters, and A2 promises to be full of 'em. You'll encounter 10 mega-boss characters and other freaks of supernatural nature, including dive-bombing ravens, creepy skeletons, and (arr!) hideous pirates.

Aside from hacking and slashing with a deadly sword or two, you'll be able to pummel your ghastly opponents with four types of upgradeable spells, which come with Summoned Elementals for each type. If you combine all that with 24 world-map locations and 2 difficulty levels, you have a game extremely ripe with potential.







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Parasite Eve II

PlayStation

- Developed by SquareSoft
- Published by Square EA
- Target release date: Fall 2000

In Parasite Eve II, Aya Brea is taking to the mean streets of Los Angeles for another round of action-RPG, mitochondria-battling mayhem. PEII will find Brea as a member of a newly formed FBI task force, the Mitochondria Investigation and Suppression Team (MIST). PEII will retain the pre-rendered backgrounds of its predecessor, will rely heavily on rendered cinema cut-scenes to push the story forward, and will use the same action-battle system found in the original to exchange blows with foes. If you didn't play the first game, however, don't fret—Parasite Eve II promises to have its own self-contained narrative and only a few references to the previous one.—*Major Mike*

Jonni NITRO

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BY BROTHER BUZZ
- Developed and published by Koei
- Target release date: February

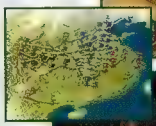
HANDS-ON

PLAYSTATION

Romance of the Three Kingdoms VI: Awakening of the Dragon

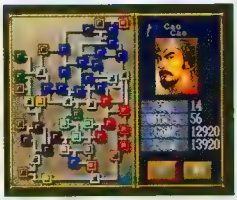
If this screenshot excites you, then you're prime warlord material for Romance of the Three Kingdoms VI: Awakening of the Dragon.

A China Syndrome



If it's the 2nd Century in China, this must be Romance of the Three Kingdoms. Koei is going to the well again, using a classic Chinese epic to create its sixth historical strategy game in the series. Just like its predecessors, Romance of the Three Kingdoms VI: Awakening of the Dragon will require you to use diplomacy—or warfare—to unify ancient China.

Don't Have a Cao Cao



The mere mention of RTK sends some gamers scurrying for cover: This series is all about resource management, political machinations, and military strategy—not action. It's a number-crunching, menu-mad monster, and the RTKVI preview didn't prove otherwise, though this incarnation may prove to be the most refined yet.

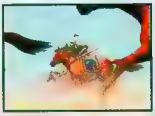
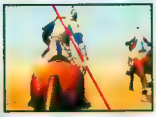
You'll play as one of eight warlords, and RTK vets might recognize Cao Cao, Liu Bei, and Liu Biao…or maybe not. It's always been a challenge to keep the names of the people and places straight, and RTKVI won't make it easier—you'll be able to interact with up to 600 characters, and you'll have to acquire control of 45 city-states.

Naturally, the complex, cerebral gameplay will involve managing the rise and fall of numbers as you accumulate and expend resources. There will be seven full-length scenarios and seven short scenarios (for "quick" games). In any scenario, each turn will ask you to make decisions regarding three areas of rule. A civil phase will govern domestic issues and diplomatic maneuvers, while a military phase will build and train your army. The battle phase will command your troops in actual combat on land and on sea.

Romancing the Throne

Becoming ruler of China won't be easy. In fact, keeping all the action straight will require more menus than a feedbag at a Chinese restaurant. But even though the learning curve will be characteristically steep, the preview disc revealed a smooth, easy-to-use interface. Plus, good-looking in-game cinemas and animations provided respite from the game's information overload.

If you enjoy watching numbers rise and fall, (deep breath) Romance of the Three Kingdoms VI: Awakening of the Dragon (whew!) may be for you.

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RESIDENT EVIL 3 NEMESIS

PlayStation Part 2

They're Back! In Part 2 of our Resident Evil 3: Nemesis ProStrategy Guide, we take you to the game's finale and show you how to get both endings! By Major Mike

Enhanced Ammo

If you use the reloading tool to repeatedly create 9mm pistol rounds with Gun Powder A, or shotgun shells with Gun Powder B, you'll eventually be given the opportunity to create enhanced ammo. Enhanced ammo packs more punch than standard ammo, but it can be used with only two weapons—the M92F Custom 9mm handgun and the Benelli M3S shotgun.

Enhanced 9mm Pistol Rounds

If you consistently use the reloading tool to turn Gun Powder A into 9mm ammo, you'll eventually be given the option to create enhanced ammo.

Enhanced Shotgun Ammo

You can also create enhanced ammo for the Benelli M3S shotgun by consistently using the reloading tool to turn Gun Powder B into shotgun shells.

Note: For more basic skills, please see the Resident Evil 3: Nemesis ProStrategy Guide in the January issue of GamePro.

Controller Legend

Upper Attack: Simultaneously press and hold ↑ and R1
Lower Attack: Simultaneously press and hold ↓ and R1
Quick Turn: Press and hold ↓, tap □

Random Objects

Unlike Resident Evil and Resident Evil 2 for the PlayStation, Resident Evil 3: Nemesis has some items that are programmed to appear randomly. For example, if we found Gun Powder A in a locker during our walkthrough, you may find Gun Powder B in the same locker during yours—or you may even find nothing at all in the locker. To avoid confusion, we refer to any random objects you find as "items."

More Than One Way

Also unlike previous Resident Evil games for the PlayStation, RE3 is nonlinear, which means it's impossible to encounter everything during a single playthrough. This ProStrategy Guide doesn't encompass every single event in the game, but it provides one way to finish the game.

Hard Mode

We played RE3's Hard Mode for this ProStrategy Guide. Events in the Easy Mode may be different than those outlined here.

Directions

For directions, this Guide uses east, west, north, and south instead of right, left, up, and down. A compass can be found on each map. To access the map of your current location during the game, press L2.

Room Coding

Throughout this ProStrategy Guide and on the maps, you'll see alphanumeric abbreviations that represent different locations in the game and specific rooms and areas within each location. Use the following legend to decipher each location's abbreviation. A specific room number or area is added to the end of each abbreviation. For example, CT3F-13 means Clock Tower, Third Floor, Room 13.

CT	=	CLOCK TOWER
CT1F	=	CLOCK TOWER, FIRST FLOOR
CT2F	=	CLOCK TOWER, SECOND FLOOR
CT3F	=	CLOCK TOWER, THIRD FLOOR
H	=	HOSPITAL
H2F	=	HOSPITAL, SECOND FLOOR
H4F	=	HOSPITAL, FOURTH FLOOR
H B3	=	HOSPITAL, BASEMENT 3
P	=	RACCOON PARK
DF	=	DEAD FACTORY
DF1F	=	DEAD FACTORY, FIRST FLOOR
DF2F	=	DEAD FACTORY, SECOND FLOOR

Listen!

Audio cues are essential—especially when you enter a room and can't see what's in there. Listen for these key sounds and know what they signal:

SOUND		CREATURE
TAPPING AND PANTING	=	MUTATED DOGS, BRAIN SUCKERS, OR DRAIN DEIMOS
DRAGGING OR MOANING	=	ZOMBIES
SNAPPING FINGERS	=	HUNTERS
HEAVY FOOTSTEPS	=	THE NEMESIS

Gun Powder Combinations

You can combine the following types of gun powder with the reloading tool to create the following types of ammunition:

COMBINE		MAKES		AMMO
A	=	A	=	15 OR 17 HANDGUN BULLETS
A + A	=	AA	=	35 HANDGUN BULLETS
A + A + A	=	AAA	=	55 HANDGUN BULLETS
AA + B	=	AAB	=	20 SHOTGUN SHELLS
A + B	=	C	=	10 GRENADE ROUNDS
B + B	=	BB	=	18 SHOTGUN SHELLS
B + B + B	=	BBB	=	30 SHOTGUN SHELLS
BB + A	=	BBA	=	60 HANDGUN BULLETS
A + C	=	AC	=	10 FLAME ROUNDS
B + C	=	BC	=	10 ACID ROUNDS
C + C	=	CC	=	10 FREEZE ROUNDS
C + C + C	=	CCC	=	24 MAGNUM BULLETS

Gun Powder and Grenade Round Combinations

You can also create various types of ammunition for the bazooka by combining certain types of gun powder with grenade rounds:

COMBINE		AMMO
A + GRENADE ROUNDS	=	FLAME ROUNDS
AA + GRENADE ROUNDS	=	FLAME ROUNDS
AAA + GRENADE ROUNDS	=	FLAME ROUNDS
B + GRENADE ROUNDS	=	ACID ROUNDS
BB + GRENADE ROUNDS	=	ACID ROUNDS
BBB + GRENADE ROUNDS	=	ACID ROUNDS
C + GRENADE ROUNDS	=	FREEZE ROUNDS
CC + GRENADE ROUNDS	=	FREEZE ROUNDS
CCC + GRENADE ROUNDS	=	FREEZE ROUNDS

Herb Combinations

Various herbs can also be combined to restore health, cure ailments, or do both. Here are some combinations:

HERB		ABILITY
BLUE	=	CURES "POISON" STATUS
GREEN	=	RESTORES SOME LOST HEALTH
RED	=	DOES NOTHING BY ITSELF; MUST BE MIXED WITH GREEN HERB
GREEN + GREEN	=	RESTORES MORE HEALTH THAN A SINGLE GREEN HERB
GREEN + BLUE	=	CURES "POISON" STATUS AND RESTORES SOME HEALTH
GREEN + GREEN + GREEN	=	BRINGS YOU TO FULL HEALTH
GREEN + GREEN + BLUE	=	CURES "POISON" STATUS AND BRINGS YOU TO FULL HEALTH
RED + GREEN + BLUE	=	CURES "POISON" STATUS AND RESTORES SOME HEALTH

Live Selection No. 6
Jump Out of the Window or Use the Emergency Brake

In last month's installment of our Resident Evil 3: Nemesis ProStrategy Guide, we took you through the zombie-infested streets of Raccoon City as Jill Valentine prepared to leave the area via trolley. This second installment picks up right before Live Selection No. 6.

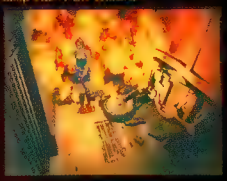
Part 4: The Clock Tower

Clock Tower 1F Map

Key Items in the Clock Tower

- CHRONOS CHAIN
- CLOCK TOWER KEY
- CLOCK TOWER MAP
- GOLD GEAR
- MINE THROWER
- SILVER GEAR

Option 6A: Jump Out of the Window



Note: Consequences of choosing to "Use the Emergency Brake" appear later in this ProStrategy Guide.

You start the "Jump Out of the Window" scenario in a Bedroom of the Clock Tower (CT1F-1).

Clock Tower Key

Get the Clock Tower Key from behind the painting and use the key to open the door that leads to the next room (CT1F-3).

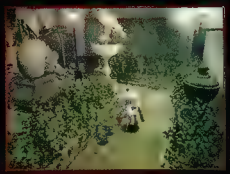
After you meet Carlos in the Study (CT1F-4), he gives you an item. You can also find some grenade rounds in this room; if you don't find them here, you can get them at the west end of the Dining Hall (CT1F-6).

Go into the Main Hall (CT1F-5) and collect the Clock Tower Map, the mine thrower, and an item.

Clock Tower Key

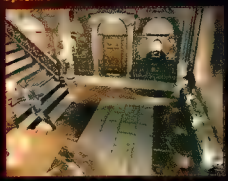
Make your way through the next two rooms (CT1F-6 and CT1F-7) until you reach the Chapel (CT1F-8), which doubles as a Save Room. Collect another Clock Tower Key.

As you backtrack to the Main Hall (CT1F-5), you're attacked by zombies that enter through the windows in the next room (CT1F-7).



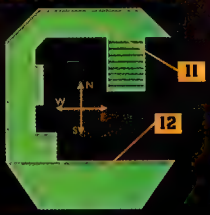
Unlock the door along the east wall and go outside (CT1F-2). Collect the Herbs, but be ready for attacks from dogs or crows.

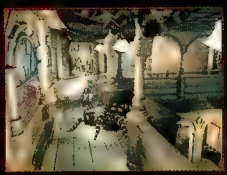
Upstairs



Return to the Main Hall (CT1F-5) and go upstairs to the second floor.

Clock Tower 2F Map





There are three web spinners and a bomb attached to the west wall on the staircase walkway (CT2F-11). Go through the door along the south wall.

You can find two Red Herbs on the Terrace (CT2F-12). Use the Clock Tower Key to lower the ladder. Climb the ladder.

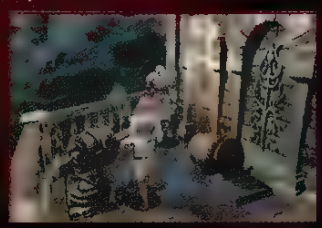
Clock Tower 3F Map

The Silver Gear

In the Machinery Room (CT3F-13), you find the Silver Gear, an Ink Ribbon, and other items. Check out the music box and listen to the chime, then manipulate the switches to duplicate the chime that you just heard.

The Chronos Chain

When you're successful, you get the Chronos Chain. Combine it with the remaining Clock Tower Key in your item inventory and get the Chronos Key. Now descend the ladder.



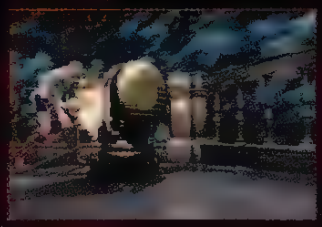
When you reach the terrace below (CT2F-12), you're confronted by the Nemesis.

Live Selection No. 7
Use the Light or Use the Cord

Option 7A:
Use the Light

If you choose "Use the Light," you blind the Nemesis with one of the spotlights on the roof, then push it over the railing.

Option 7B:
Use the Cord



For an easy kill, select "Use the Cord." Collect the item that the Nemesis drops.

The Chronos Key

After making your decision in Live Selection No. 7, descend the stairs and enter the Study (CT1F-4). Use the Chronos Key to open the door along the north wall. Make sure you have at least five open slots in your inventory.

The next area is a long hall with web spinners (CT1F-9). Get the item off the mercenary wrapped in the cocoon located in the corner, then go through the door at the end of the hall.

In the next room (CT1F-10), get the mercenary's pocketbook. You can also find an item on the desk in the backroom by the bell. Don't try pushing the bell away from the door— Jill isn't strong enough.

Clock Puzzle

Collect the three Balls (Amber, Obsidian, and Crystal) from the maiden statues along the west wall, then take a look at the three clocks on the south wall. The one on the far left is the Past Goddess clock; the one in the middle is the Present Goddess clock; and the one on the far right is the Future Goddess clock.

Each Ball changes each clock's current time differently. The objective is to arrange the Balls in the trays so that after all three Balls have been placed, the middle clock—the Present Goddess clock—reads "12:00." For example, if the Present Goddess clock reads "9:00," you put the Amber Ball in the tray under the Present Goddess clock first, the Obsidian Ball in the tray under the Past Goddess clock next, and the Crystal Ball in the tray under the Future Goddess clock last.

Here are the amounts of time each Ball changes each clock:

Amber Ball:

Moves the Past Goddess clock back three hours (-3).

Moves the Present Goddess clock forward three hours (+3).

Moves the Future Goddess clock forward six hours (+6).

Obsidian Ball:

Moves the Past Goddess clock back two hours (-2).

Moves the Present Goddess clock forward two hours (+2).

Moves the Future Goddess clock forward four hours (+4).

Crystal Ball:

Moves the Past Goddess clock back one hour (-1).

Moves the Present Goddess clock forward one hour (+1).

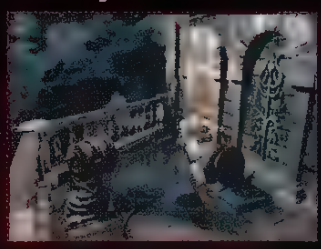
Moves the Future Goddess clock forward two hours (+2).

Gold Gear

When you solve the puzzle, you get the Gold Gear. Return to the Machinery Room (CT3F-13).

Chronos Gear

In the Machinery Room (CT3F-13), combine the Gold Gear and the Silver Gear to get the Chronos Gear. Put the Chronos Gear in the gadget next to the chest to make the bell ring.

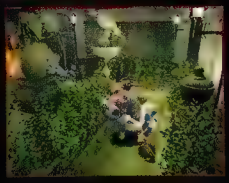


Load up on ammo (especially freeze rounds for the grenade launcher) and health items. You may want to also save your game. Descend the ladder.

Battle the Nemesis: Scenario #1

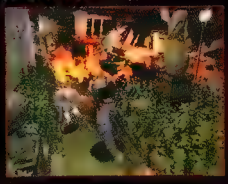
If you chose "Jump Out of the Window" in Live Selection No. 6, you fight the Nemesis (who's armed with the rocket launcher) in the Courtyard in front of the Clock Tower (CT1F-2). You can't run away from this fight—it's either you or it (a "two men enter, one man leaves" kind of thing).

Unfortunately, you start this fight at a disadvantage: The Nemesis infects you with the T-Virus, which puts you in permanent "Disease" status. Furthermore, it's difficult to tell your health status from the EKG, which simply reads "Virus" throughout the battle.



Your first objective is to disarm the Nemesis. Although it sounds suicidal, the easiest way to destroy its rocket launcher is to stay very close to the Nemesis, dodge its punches, and then hit it with your heaviest artillery (freeze rounds from the grenade launcher are particularly effective).

Although you're trying to destroy the Nemesis's rocket launcher, don't forget that the creep won't hesitate to use it. In close combat, you can tell when the Nemesis is about to fire—it takes a few slow steps back, then loads the rocket launcher by briefly pointing it at the sky. When this happens, you can either put a little bit of distance between you and the Nemesis and dodge the rocket (this is very risky, but it can be done), or run away to another section of the courtyard so the rocket hits something else. Remember, while the Nemesis is holding the rocket launcher, it can only punch or fire.



When you disarm it, the Nemesis reverts to its usual punch and grab-and-throw tactics. Remember how you defeated it in the trolley? Use the same techniques here (see Part 1, January).

While the Nemesis is on the ground, stand over it and fire several rounds into it before it fully stands up. Of all the battles against the Nemesis in the entire game, this one is the toughest (also see "Battle the Nemesis: Scenario #2").

Option 6B: Use the Emergency Brake

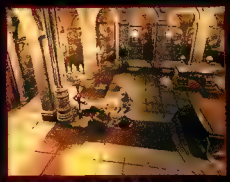
Note: The following scenario takes place if you choose "Use the Emergency Brake" in Live Selection No. 6.

You end up in the courtyard in front of the Clock Tower (CT1F-2) with several crows to keep you company.

Shoot the crows with a pistol (or stab them when they're on the ground), collect the Herbs, then enter the Clock Tower through the door on the west wall.

Once you're inside the Clock Tower, go to the Chapel (CT1F-8), which also doubles as a Save Room. You can also find a Clock Tower Key here. Once you collect it, you're attacked in the next room (CT1F-7), so have a weapon ready.

Instead of monsters, you encounter Carlos in the Dining Hall (CT1F-6). You might also find an item at the west end of the hall.



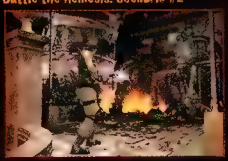
In the Main Hall (CT1F-5), you find the mine thrower, an Operation Instruction, an item, and the Clock Tower Map.

You can also find an Ink Ribbon and an Art Picture postcard in the study (CT1F-4). The room to the south of the study is a Save Room (CT1F-3).

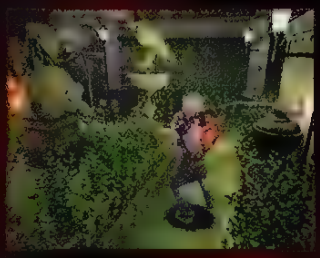
In the next room (CT1F-1) is the second Clock Tower Key, which can be found behind the painting on the east wall.

Note: For the rest of the events in this scenario, read the sections above from "Upstairs" through "Chronos Gear."

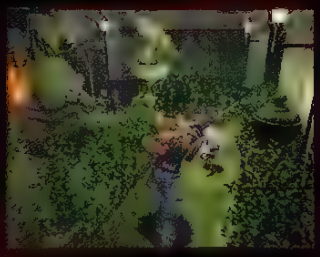
Battle the Nemesis: Scenario #2



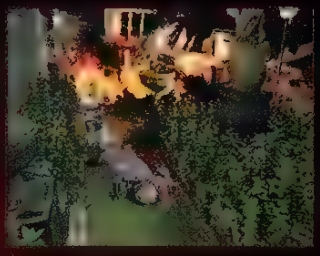
You're infected with the T-Virus (see "Battle the Nemesis: Scenario #1"), and you must fight the Nemesis in the Courtyard in front of the Clock Tower (CT1F-2). Before the fight, Carlos disarms the Nemesis.



The Nemesis, however, has another long-range attack—the tentacle that it used to infect you at the start of the fight.



Of the two fight scenarios against the Nemesis in this area, this is the easier of the two. You can see the tentacle attack coming; it's easy to dodge; and the Nemesis is vulnerable when it misses. Use the "Shoot-n-Scoot" technique (see Part 1, January) with heavy artillery to bring the Nemesis to its knees.



While the Nemesis is on the ground, stand over it and fire several rounds before it fully stands up.

When it attacks the second time, continue shooting and scooting until it falls for the second and final time.

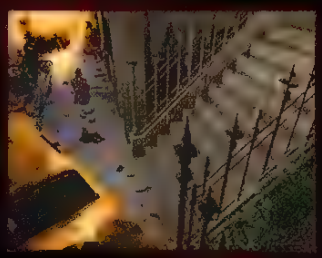
Carlos's Turn

No matter which scenario got you to this point, you're infected with the T-Virus and Carlos must find a cure.

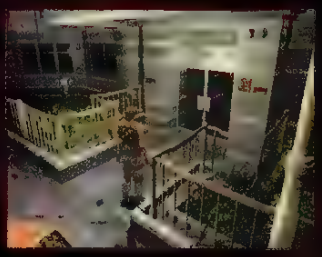
The quest for a cure starts in the Chapel (CT1F-8). As Carlos, you're armed with an assault rifle, a mercenary's handgun, a knife, and an Ink Ribbon.

You must make your way to the room with the clock puzzle (CT1F-10) that you solved earlier. During your trip, try to avoid as many monsters as possible and use firearms only when necessary—you're going to need every round for what's coming up.

When you reach the clock puzzle room, push the bell away from the door and go outside.



Once you're outside, take a quick run north, east, and then go north and up the steps to the gates of Raccoon Park. The gates are locked, so backtrack to the screen where you saw zombies approaching the oil barrel from the west. So why did we go to the locked gates? Simple, lad—by the time you backtrack to the oil barrel, several zombies have gathered around it. Shoot the barrel, and you should destroy most, if not all, of the zombies.



Go west. Before you enter Raccoon Hospital, arm the automatic rifle. Enter the Hospital.

Part 5: Raccoon Hospital

Hospital 1F Map

Key Items in the Hospital

- THE HOSPITAL MAP
- MEDIUM BASE
- SICKROOM KEY
- TAPE RECORDER
- VACCINE BASE

Hunter β

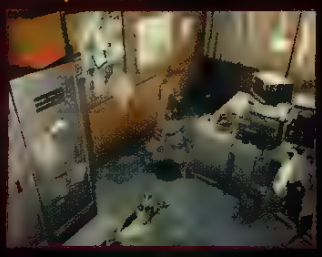
When you step inside the hospital lobby (H1F-1), you get a warm welcome from an old Resident Evil "friend"—a Hunter. However, this sucker, called Hunter β, is faster and uglier than his predecessor from the first Resident Evil game.

Anyway, use the automatic rifle to gun the Hunter β down, then drill his buddy who approaches from around the corner.

When they're dead, collect the Red Herbs in the anteroom to the west.

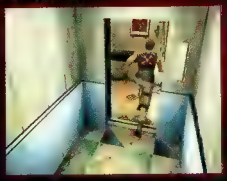
The next room (H1F-2) is a Save Room. You can also collect some items in this room.

The Tape Recorder



In the next room (H1F-3), get the Director's Diary, an item from inside

the locker, and the Hospital Map from the bulletin board. Take the Tape Recorder off the desk and then examine the speaker next to the elevator door. Press the button, then use the Tape Recorder to activate the elevator and open the elevator door (H1F-4).



Take the elevator to the fourth floor (H4F-5).

Note: Another scenario occurs if you first go to the basement for the Vaccine Medium.

Hospital 4F Map

Go down the hallway (H4F-6).

Be prepared for one of two monsters in (H4F-7)—either sliding worms or zombies. Examine the doctor's corpse sitting next to the door and make a note of the number that's on the slip he's holding.

Also make a note of where the nightstand is placed in this room. You may also find two Green Herbs against the south wall of this room; if you don't find them here, you can find them in the southeast corner of (HB3-12).

Sickroom Key

Exit the room and go to the Data Room (H4F-8); once inside, get the Sickroom Key and Photo D.

Go to Room 402 (H4F-9) and open it with the Sickroom Key.

Inside Room 402, push the nightstand into the same location that it was in in the room with the doctor's corpse. For example:

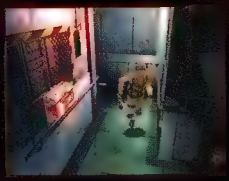
If the nightstand was in the corner of the room with the doctor's corpse (H4F-7)...

...push the nightstand in the exact location in Room 402 (H4F-9).

When you do, a safe on the east wall is revealed.

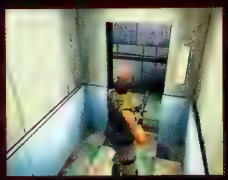
The Vaccine Base

Open the safe using the number that you found on the slip in the room next door (H4F-7). Take the Vaccine Base from the safe.



Return to the elevator (H4F-5) and take it to Floor B3 (HB3-10).

Hospital B3 Map



Have the automatic rifle ready before you exit the elevator (HB3-10)—some monsters may be waiting for the doors to open. Keep the automatic rifle armed and enter the room at the end of the hall (HB3-11).

Once you're inside the room (HB3-12), shoot the Hunter β that approaches from off-screen.

Monster Rancher 2 can unleash over 400 monsters from your common household CD's. That's right, you can actually use this game software to spawn unique monsters from any CD you own- music CD's, PC software CD's, or even other game CD's. Fully interact with your new creature and explore secret expeditions, levels and hundreds of new monsters. You can even release monsters from Monster Rancher 1 into the world of Monster Rancher 2. So, begin the breeding frenzy today!

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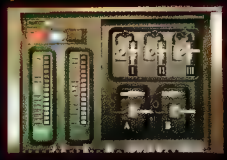
Walk further into the room and stop when the camera angle changes. Equip the handgun and aim at the bomb on the wall just past the bookcase. Wait until the Hunter β gets close to the dynamite and then shoot the bomb: one well-done Hunter. You may also find two Green Herbs in the southeast corner of this room if you didn't find them in (H4F-7). Arm the automatic rifle and go into the next room (HB3-13).

Medium Base

Get the Medium Base and the Medical Instruction Manual. Put the Medium Base into the machine synthesizer, then activate the power panel to the right of the synthesizer. Oops—now look what you've done!

Synthesizer Puzzle



Examine the synthesizer. The trick is to get both the left and right levels to plateau at the arrows. You can press five switches to change the levels: Three switches are on the "Above" row (I, II, and III), and two switches are on the "Below" row (A and B). Each switch produces a see-saw effect between the two levels (i.e., one level goes up, and the other goes down and vice versa). Here's a chart of what does what:

Above:

Press I:
Raises the left level by 1 (+1)
Lowers the right level by 4 (–4)

Press II:
Raises the left level by 2 (+2)
Lowers the right level by 5 (–5)

Press III:
Raises the left level by 3 (+3)
Lowers the right level by 2 (–2)

Below:

Press A:
Lowers the left level by 4 (–4)
Raises the right level by 3 (+3)

Press B:
Lowers the left level by 3 (–3)
Raises the right level by 1 (+1)

Note: Having trouble figuring it out? The solution is upside-down at the bottom right corner of this page.

Vaccine

Once you've matched both levels, the Medium Base turns into the Vaccine Medium. Take the Vaccine Medium from the synthesizer. Combine the Vaccine Medium with the Vaccine Base in your item inventory and you get the vaccine for Jill.

When you make for the door to leave the room, the Hunter γs in the test tubes spring to life; when they do, make for the door and leave the room as fast as you can. Time to leave the hospital.

When you reach the hallway (HB3-11) that leads to the elevator, immediately press and hold R2 and then fire. If you're fast enough, you hit an explosive taped to the north wall and kill a nearby Hunter β.

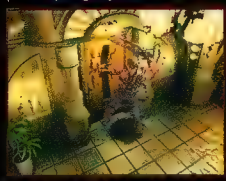
Keep your weapon ready—another Hunter β approaches from around the corner.

Take the elevator to the first floor and have the automatic rifle ready; there are several zombies waiting (H1F-4) to get you when the doors open.

You reach the lobby (H1F-1)—see the time bomb? You have approximately six seconds to exit the building!

Back to Jill

Head back to the Clock Tower Chapel (CT1F-8) to give Jill the vaccine.

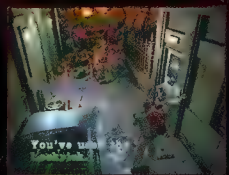


When you reach the Main Hall (CT1F-5), however, the Nemesis jumps through the window and into the hall. It may seem like it's after Carlos, but it's really after Jill, so get to the Chapel (CT1-8) before it does. If the Nemesis gets to Jill first, it's game over.

Once you're back at the Chapel (CT1F-8), give Jill the vaccine.

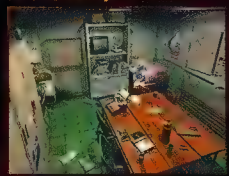
Back as Jill

As Jill, find some ammo and the lockpick and exit the Clock Tower through the door that Carlos used to get to the hospital (CT1F-10). The Nemesis, however, is hot on your heels, so exit the Clock Tower as fast as you can.



Use the lockpick to open the locked door to the Save Room (see the Raccoon Park Map, P-2).

The First Park Key



Collect the items from inside the Save Room and make sure to obtain the Park Key off the west wall.

Note: The solution to the synthesizer puzzle is: Press I, then III, then A.

I reckon y'all haven't lived life till you leap across an officer of the law in the General Lee.

There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke Boys through the dirt roads of Hazzard County.

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PlayStation

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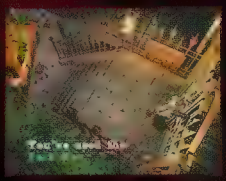
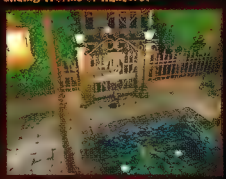
Part 6: Raccoon Park

Raccoon Park Map

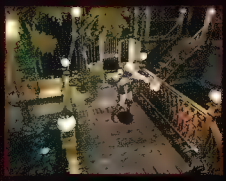


Once you're outside (P-1), use the Park Key to open the gate along the north wall. You can now enter Raccoon Park.

Sliding Worms or Hunters?



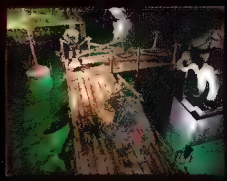
When you enter Raccoon Park (P-3), one of two things can happen: You're greeted by Hunters β or sliding worms. If you run into sliding worms, simply avoid them and exit the area via the stairs on the east side.



If you encounter Hunters, shoot the one directly ahead of you, then run north and go up the first set of stairs that runs east-west. The second Hunter β is wading in the water near the north end of this area. However, you can easily dispose of it; from your elevated position, equip a pistol, aim down, and shoot the Hunter β until it drops. The Hunter β is a sitting duck.

Zombies or Hunters?

The next area (P-4) also has two possible monster scenarios. You encounter either four zombies or two Hunter γs. Dealing with zombies should be a no-brainer by now.

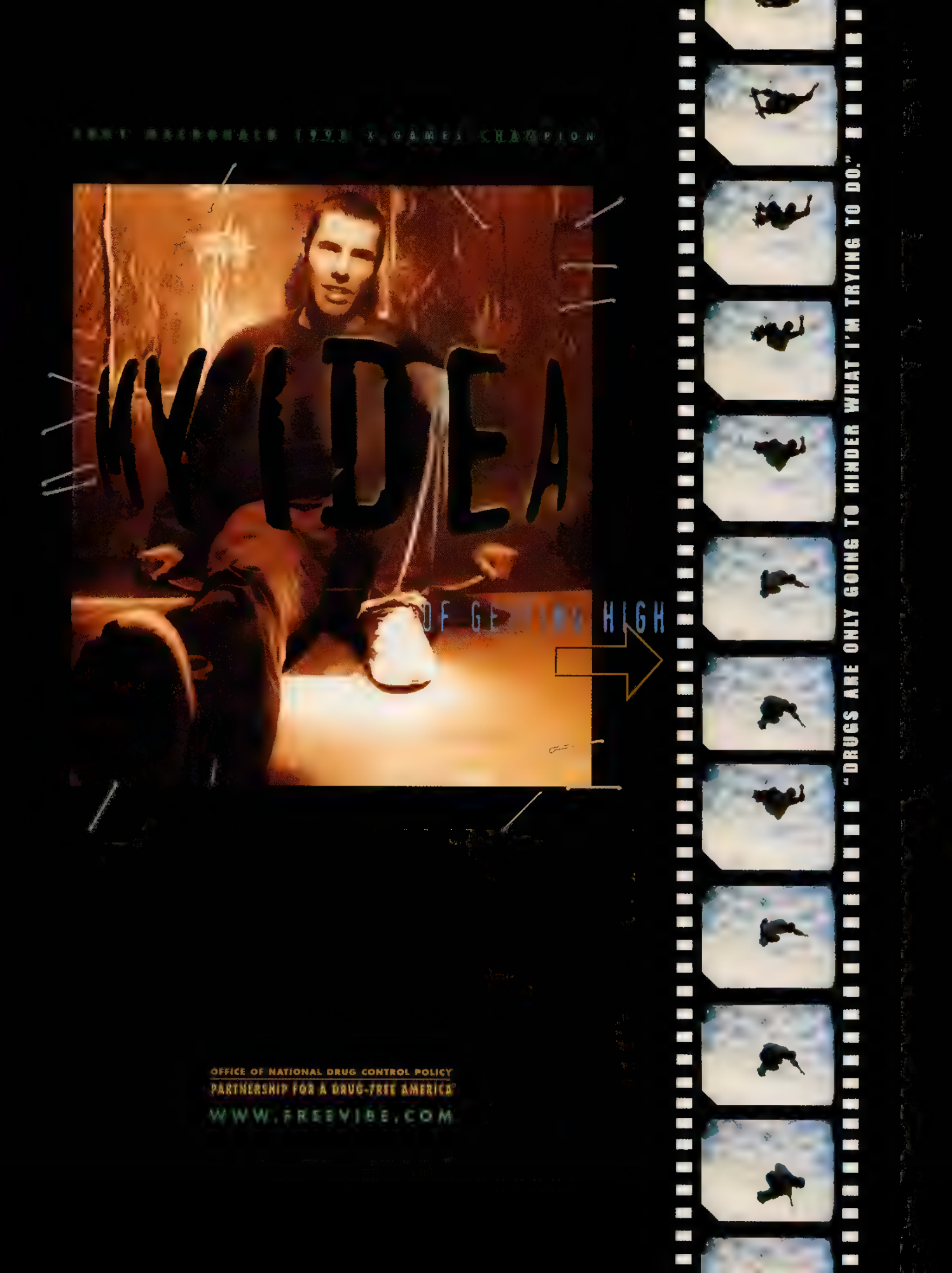


However, Hunters are trickier to deal with because they jump out of the water. If you reach the bottom of the stairs and the walkway is clear of monsters, equip some strong firepower, slowly walk forward, and take on the attacking Hunters one at a time. The first Hunter attacks while you're on the first (east-west) walkway; the second one attacks on the second (north-south) walkway.

Dogs or Hunters?

The next area (P-5) is another monster-encounter tossup. You encounter either three dogs or three Hunters. Dogs are the easier of the two monsters to deal with because you can shoot them at long range.

The three Hunters, though, are tougher to deal with—especially because you must fight them in this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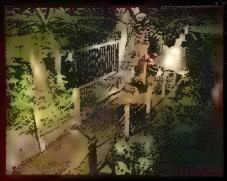
narrow area. When you first enter the area, two Hunters attack from the east—so once you're inside, take a few steps to the east to allow yourself some dodging room.



When the first Hunter runs toward you, try and hit it before it jumps into the air. If you're using the magnum, you should down it in one shot. If not, and the Hunter jumps toward you, dodge its flying claw attack then hit it with a round from your weapon.

Once it's dead, turn around and leave the area through the gate you entered. Why?—because the second Hunter isn't far behind the first one, and you'll definitely take some damage if you stick around. When you reenter the area, deal with the second Hunter the same way that you did the first one.

The third Hunter is an easy kill. After disposing of the first two Hunters, run east to the end of the passage, equip a pistol, and aim at the oil drum to the north. Be patient and wait until you see the Hunter run toward you. When you see it, squeeze off a shot and you have one charbroiled Hunter.

The Second Park Key

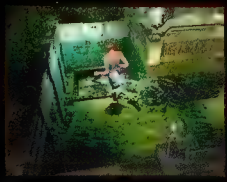
You can find the second Park Key and the Written Order to the Supervisors on the mercenary's corpse to the north, past the oil drum that you fired at.

At the north end of the passage is a locked gate and another corpse. Get the magnum bullets off this second corpse.

You can't open the locked gate, so backtrack to the main park area (P-3) and go through the gate along the west wall.

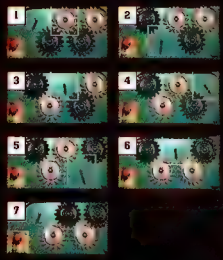
Fountain Area

You're now in the fountain area (P-6). Get the Herbs sitting against the east wall and ignore the chart on the east wall. Jump into the water and walk around to the closed hatch in the northwest corner of the fountain.



Take a look at the diagram on the wall, then go to the control panel in the northeast corner of the fountain area. Move the gears in the following order so they match those as outlined on the diagram that you just saw.

Gear Puzzle Solution



Follow the steps above until the gears are arranged so they match those in (7), then press the Start button.

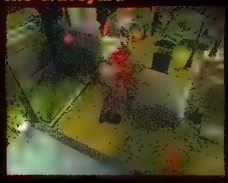
After the water drains from the fountain, go down the ladder in the northwest corner of the fountain.

The Sewer

At the bottom of the ladder, make your way to the other ladder that's located along the south wall at the end of the passage.

When you climb up on the ledge that leads to the ladder, sliding worms fall from above; run past them and climb the ladder.

The Graveyard

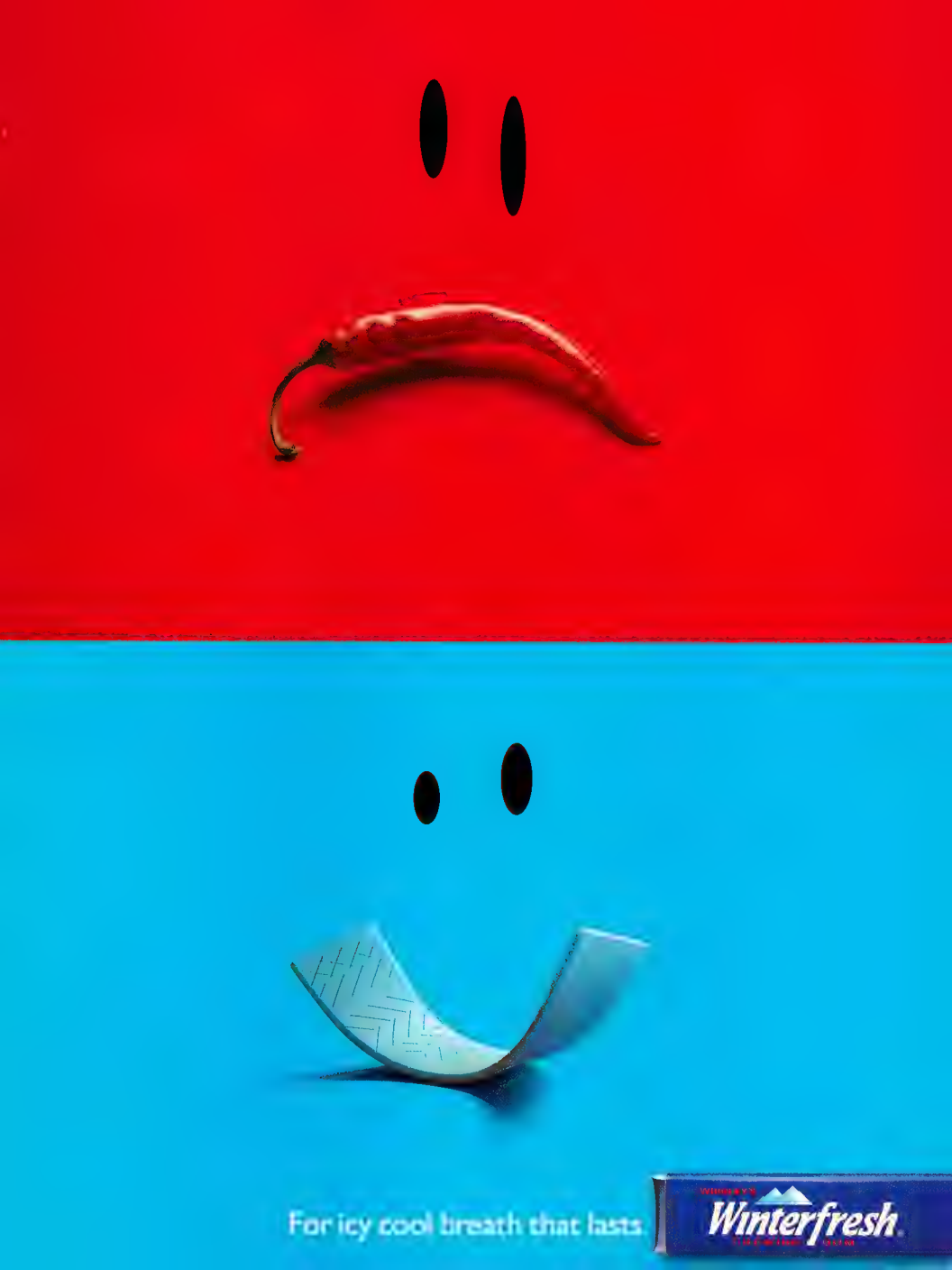


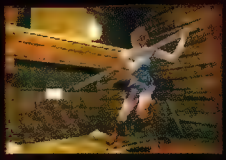
Mommy, where do zombies come from? Well, primarily they come from graveyards—like the one Jill is standing in (P-7)! You can find two Red Herbs in the middle of the Graveyard, but be careful during the trip because zombies rise from the grave in the southwest, northern, and southeast corners. Dispose of the zombies, or run past them, and go to the door in the northeast corner of the Graveyard.

Open the door with the second Park Key.

Iron Pipe

There are some items and an iron pipe in the next room (P-8); you can also find an item in the adjacent Save Room (P-9).

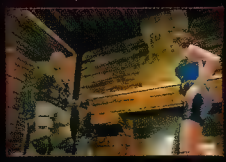

For icy cool breath that lasts.
Winterfresh



Use the lighter to start a fire in the fireplace (P-8), then use the iron pipe to knock a hole in the back wall of the fireplace.

The Third Park Key

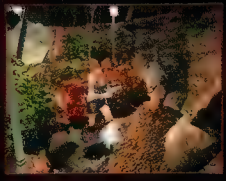
Go through the hole that you just made with the iron pipe and enter the secret room (P-10). Get the Supervisor's Report (read this to get truly freaked out), a third Park Key, a Fax from the H.Q., and other items (don't forget to search the uniform hanging on the east wall). After you collect all the items, return to the previous room (P-8).



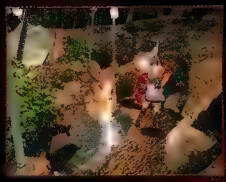
After your "conversation" with Nicholai, obtain some weapons (the magnum, pistol, and shotgun), ammo, and health items. You may also want to save your game—a tough battle's coming up. When you're ready, go outside to the Graveyard.

Jill Vs. the Grave Digger: The Rematch

Remember the Grave Digger that you fought near the trolley (see Part 1, January)? It's back for a rematch. However, if you drove it away when you first met, you should have an easier time defeating it.

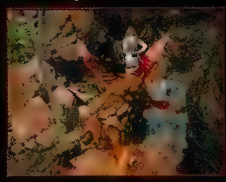


Run straight forward—you're standing with your back to the wall of a dead-end passage.

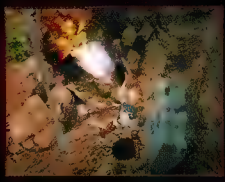


Keep running until the worm surfaces behind you. When it does, immediately turn 180 degrees and shoot it once—at most twice—then turn 180 degrees and run the other way until it burrows underground.

If you see it burrow underground, get a few more shots in to inflict more damage.



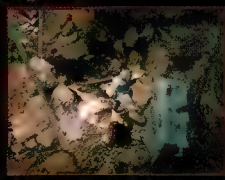
Basically you're engaged in a game of hit-and-run. Keep moving around and stop only to aim and shoot at the worm; after you hit it one time, it burrows back underground.



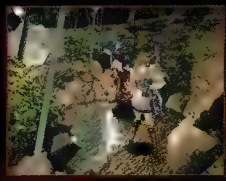
However, sometimes the monster stays above ground for an extended period of time. You may be tempted to engage in a war of attrition during this time—don't. Instead, limit yourself to one or two shots, turn around and flee in the opposite direction.

You can also use the R1 button to dodge the worm. If you use this technique while holding the pistol, you roll on the ground and fire on one knee. If you have the pistol loaded with enhanced ammo, you can fire your weapon faster than if you were standing.

If the worm surfaces by the lamppost near the pool of water, it may pry one of the lampposts loose from the ground.



If this happens, go to the loose post and fire a round at it so it falls into the pool of water.

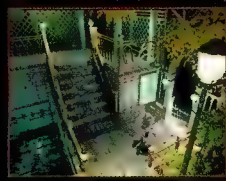


If the worm surfaces in the pool of water, it takes some damage; however, you can take damage if you touch the electrified water.

After the Grave Digger digs its own grave, climb up the fence.

Back to the Sewer

Go through the sewer—be careful, you may encounter web spinners or sliding worms here—and back to the fountain area (P-6).



Return to the main area of the Park (P-3), which is now populated with zombies. Go down the stairs on the east side of the area.

Go through (P-4) until you reach the locked gate at the end of the second

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path (P-5). Use the third Park Key to open the lock.

Go up the stairs (P-11) and head toward the catwalk.

You're almost at the end.

Live Selection No. 8
Push Him Off or Jump Off

You didn't think that the Nemesis would forget about you, did you? Your decision here will determine what ending you get.

Option 8A: Push Him Off

Enough running away—time to make a stand and see how the Nemesis likes being pushed around.

Note: Consequences of choosing to "Jump Off" the bridge appear later in this Pro-Strategy Guide.

Part 7: The Dead Factory

Dead Factory 2F Map

Key Items in the Dead Factory

- DEAD FACTORY MAP
- FACILITY KEY
- PORTABLE RADAR RECEIVER
- ROCKET LAUNCHER
- UMBRELLA KEY CARD
- WATER SAMPLE

Inside Now

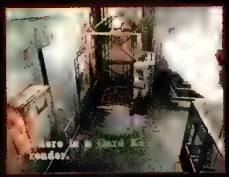
Note: The following events occur if you choose to "Push Him Off" in Live Selection No. 8.

Once you're inside the Dead Factory (DF2F-1), make your way to the Resting Room (DF2F-2). One rule of thumb you should adhere to from now on: All gun powder you find should be used to make freeze rounds for the grenade launcher.

Facility Key

Collect the items in the room, including the Manager's Diary and the Facility Key.

Steam-Valve Puzzle



In the room to the east of the Resting Room is a steam-valve puzzle (DF2F-3). Ignore the elevator along the north wall, but be sure and collect the two Blue Herbs along the west wall. Time for a little puzzle solving. To clear a path to the safety system control panel, you must press five switches in a certain order. Press the buttons in the following order as shown on these 10 screens:

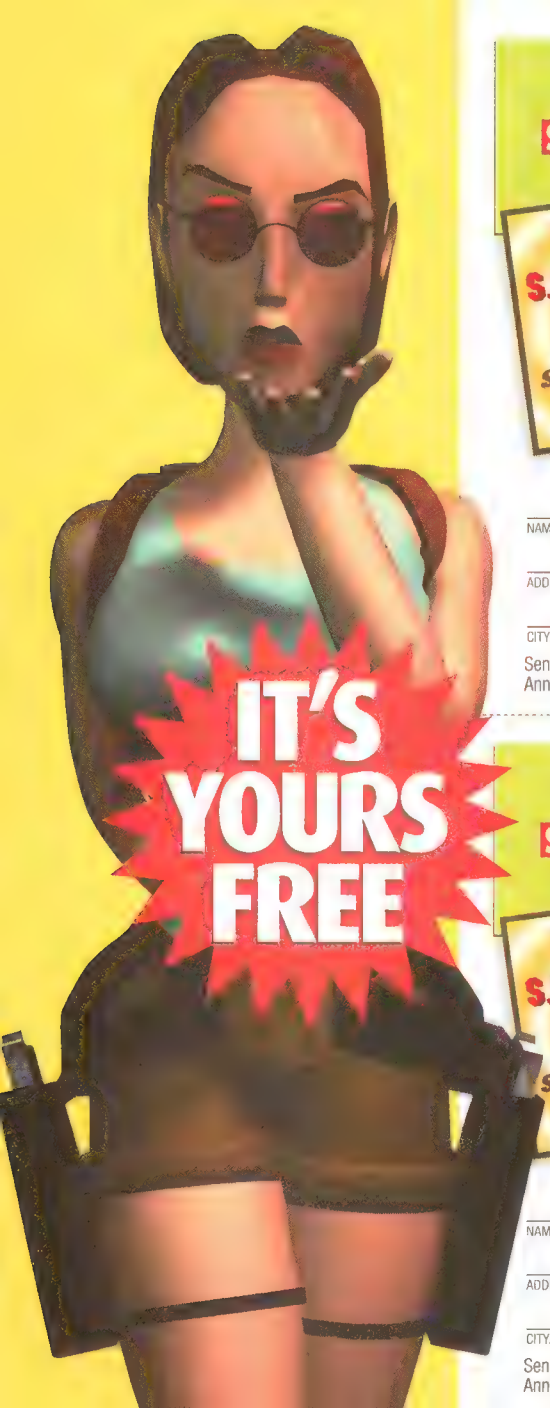
Clear a Path

You've now cleared a path to the safety system control panel (10). Press the switch on the panel to supply power to the safety system.

Press the first switch that you pressed one last time to clear a path and exit the room.

"Whatever You Do! Don't!"

Return to the Resting Room (DF2F-2), load up on ammo, and exit the room through the door along the south wall.



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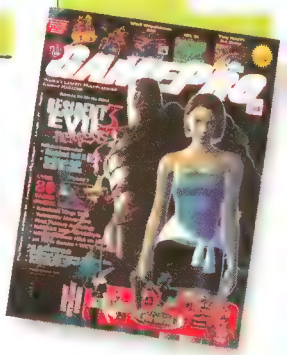

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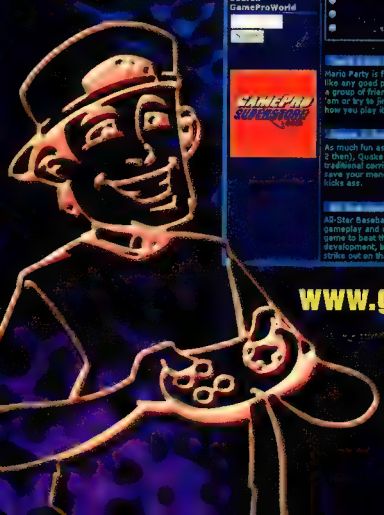

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Two Brain Suckers are waiting for you (DF2F-1)—introduce them to your good friend "Mr. Shotgun." After you dispose of the Brain Suckers, use the Facility Key to open the door along the south wall almost across from the Save Room.

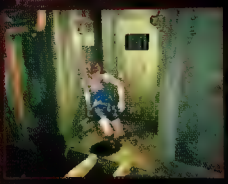
Dead Factory Map and System Disk

There are several zombies in the next room (DF2F-4). Blow them away and get the Dead Factory Map off the west wall and the System Disk off the table. You can also find three Green Herbs by the railing at the east side of the room. Enter the elevator along the north wall (DF2F-5). Before you press the button inside the elevator, equip a powerful weapon. Next stop: the first floor.

Dead Factory 1F Map

When you exit the elevator (DF1F-6), there are four possible monster-attack scenarios. You could be attacked by three Hunters, three Brain Suckers, three Drain Deimos, or several zombies. No matter what you encounter, your first course of action when you enter the room (DF1F-7) is to go to the east end of the room, turn, and start blasting. Don't be fooled by the pool of toxic sludge, either; monsters have a nasty habit of attacking from it.

You can find some shotgun shells at the south end of this room. When you're ready to leave, exit through the door along the south wall.



Before you jump off the ledge and into the waterway (DF1F-8), stop and listen for telltale monster cues. You can face two monsters here—sliding worms or Hunters. If you encounter the former, jump into the water and run to the ledge along the south wall. On the other hand, if Hunters are in the room, stand your ground and blow them away while standing safely on the ledge.

Water Sample

In the Monitor Room (DF1F-9), collect the Security Manual and the Water Sample and make sure the Facility Key is in your item inventory. Exit the room through the door along the east wall.

Water Sample Puzzle

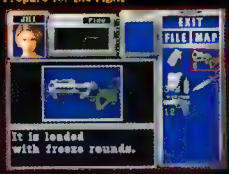
Go down the stairs, collect the items, and insert the Facility Key into the slot in the southeast corner of the room (DF1F-10). Put the Water Sample in the water-quality device on the east wall. Time for some more puzzle solving!

This is the most frustrating puzzle in the game in that it hinges on trial-and-error. The object is to line up the different colored lines (A, B, and C) so they match the pattern shown at the top of the screen. The screens below are four possible solutions:

Four Possible Solutions:

After you solve the puzzle, go up the stairs and into the Monitor Room (DF1F-9).

Prepare for the Fight



Load up on health items, powerful weapons, and ammo—it's time to destroy the Nemesis once and for all. The weapon of choice is the grenade launcher loaded with freeze rounds; if not, acid and flame rounds. The magnum and 9mm handgun are

also effective (but only with enhanced ammo). Also, do yourself a favor and save your game—and take the System Disk with you. Your destination is (DF2F-4).

When you reach (DF1F-7), however, be prepared to fight some monsters, even if you cleaned out the room the first time that you passed through it. Take the elevator (DF1F-6) to the second floor.

When the elevator stops on the second floor (DF2F-5), go through the door at the east end of the room (DF2F-4).

After your "discussion" with Nicholai in (DF2F-11), put the System Disk in the slot on the east wall. When you do, you automatically enter the Disposal Room (DF2F-12).

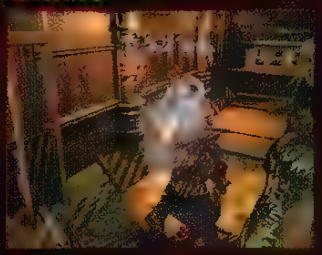
The Final Fight

With less than four minutes to defeat the Nemesis, you better move fast. Fortunately the damage you inflicted on the Nemesis is taking its toll and all it can do is limp after you. Don't underestimate the big guy, though—it's still very strong and can mess you up if you get careless.

Rules of the Disposal Room

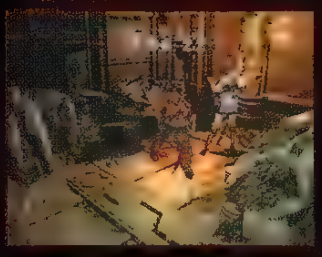
The Disposal Room has five faucets—two on the west side of the room and three on the east side of the room. Each faucet has a valve that you can shoot open with a pistol or shotgun, or hit open with the knife. When you open a valve, acid showers into the room temporarily. The objective is to bathe the Nemesis in acid repeatedly until it dies; however, the acid can also harm Jill.

"Death Alley"



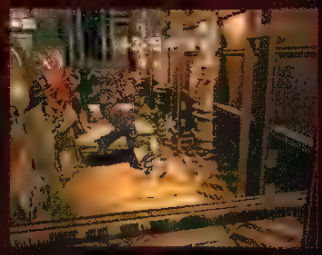
The three faucets along the east wall are an excellent trap that we'll refer to as "death alley." However, "death alley" is a two-way street—you can easily trap yourself. Whatever you do, don't open all the valves along the east wall and run to the south dead end in hopes that the Nemesis will follow you. The Nemesis may be a killing machine, but it isn't stupid and it won't deliberately walk into an acid bath. Instead, it'll wait for the valve to close then resume its attack, or, even worse, poke at you with its lunging tentacle.

The Acid Bath



The only way to give the Nemesis an acid bath is to hit it enough times so it temporarily stalls and then open an acid valve on it. However, it must be in range of the stream of acid; otherwise it won't take any damage.

When the Nemesis temporarily stalls near an acid valve, equip the pistol, shotgun, or knife, press and hold R2, and then press × to attack. Be sure to use the R2 button (and not R1) to aim at the valve—it's very easy to accidentally hit the Nemesis, and, if you do, it'll get up and come after you.



Also keep in mind that although it isn't carrying its rocket launcher, the Nemesis still has excellent range with its tentacle that it used against Jill at the Clock Tower.

One Way to Beat the Nemesis: The "Death Alley" Run

Here's one strategy that you can use to defeat the Nemesis, and all it requires are six freeze rounds, one 9mm pistol round, and the knife. Before you enter the Disposal Room, equip the grenade launcher and load it with freeze rounds.

After its dramatic entrance and first acid bath (which is part of an automatic sequence), hit the Nemesis in the back with one freeze round, then turn and run to the southwest corner of the room.

Turn around and wait for the Nemesis to get near you, then run past its left side.

Once you're past the Nemesis, turn around and hit it with another freeze round.

Run to the south end of "death alley" on the east side of the room. When you reach the dead end, turn around and face north.

Wait until the Nemesis is standing next to the middle valve in "death

alley." When it's at the desired location, hit it with another freeze round which brings it to its knees.

Immediately after you fire the third freeze round, equip the knife (or pistol), run to the middle valve next to where the Nemesis is stalled, press and hold R2, and shoot or slash the valve open to give the Nemesis an acid bath. Do this as fast as you can, or the Nemesis will get up and avoid the acid.

As the Nemesis gets up from its second acid bath (which burns off its left arm) hit it in the back with a fourth freeze round. Run over to the southwest side of the room again, then run past the Nemesis like you did before.

When you're safely past it, nail it with a fifth freeze round, then run to the south end of "death alley."

Wait until the Nemesis is next to the middle valve, and, when it is, hit it with the sixth and final freeze round to bring it to its knees.

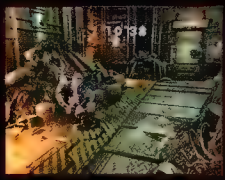
After you fire the round, immediately equip the knife and use it to open the valve next to the Nemesis.

After the third acid bath (including the one in the sequence that kicks off this fight), the Nemesis loses its head—literally—and stumbles around the room slashing the air wildly with its tentacle.

Stand to the north of the second valve that you opened to douse the Nemesis and wait until you see it stagger toward you.

The moment the Nemesis appears onscreen, run to the next screen (on the west side of the room), equip a pistol, press and hold R2, and fire a single round.

You should hit the first valve on the east side of the room (even though you can't see it), and thereby give the Nemesis its fourth and final acid bath. The timing is tricky here—if you miss, you can easily defeat the Nemesis by blasting it with grenade rounds.



After the fight, take the Umbrella Key Card off the dead scientist on the west side of the room. Use the card to open the locked door and get out of there before time expires.

After the Fight

When you reach (DF2F-4), more zombies confront you. Mow 'em down and make your way to the Resting Room (DF2F-2). Leave three open slots in your item inventory and take the Umbrella Key Card and Facility Key with you.

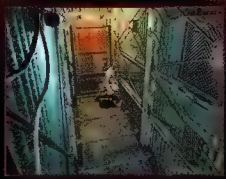
The Rocket Launcher

Remember the elevator that you saw in the room with the steam puzzle (DF2F-3)? Use the Umbrella Key Card to activate the elevator and take it down to (DF1F-13).

Collect the two items and then use the Facility Key to open the locker against the south wall. "Will you take the rocket launcher?" Like they need to ask!

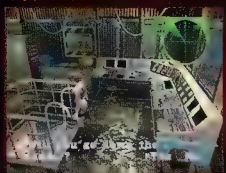
Return to the Resting Room (DF2F-2) and stock up on pistol and shotgun rounds. This is also your last opportunity to save your game.

Go to the hallway (DF2F-1) outside the Resting Room and use the Umbrella Key Card to open the door along the south wall.



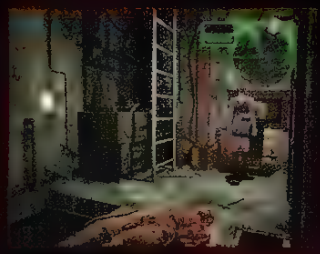
Blast the zombies, go up the steps, and collect the Green Herbs at the end of the passage (DF2F-14).

Portable Radar Receiver

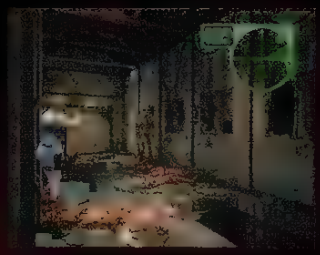


Go through the door along the south wall. After you get the portable radar receiver, get the other two items in the room (DF2F-15), then examine the ladder in the middle of the room. Go down the ladder.

Zombie Minefield



At the bottom (DF1F-16), get the Incinerator Manual off the south wall near the ladder. Open the chest against the west wall and stock up on health items and the last of your heaviest firepower. The final battle is coming up.



An active zombie is standing near the east end of the room. Blast it from afar, then use auto-aiming to see if any of the zombies on the ground are playing possum. If any of them are, you know what to do. At the east end of the room are some shotgun shells.

In the junkyard (DF1F-17) is a Classified Photo File. Pick it up and go through the door against the east wall. Equip the rocket launcher and go through the door—this is it!

In the next room (DF1F-18), examine the panel in the southeast corner of the room.

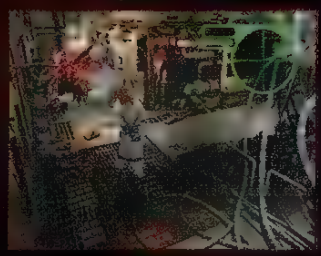
Go to the battery that's located across from the door that you entered the room through and push it into slot "1."

Okay, so we lied when we said the last battle with the Nemesis was the last one. But honestly, this is really the final fight!

The Final Battle

After the Nemesis appears, immediately run to the northeast corner of the room and push the battery into slot "2."

Then go to the southeast corner of the room and push the battery into slot "3." After you push the third battery, the giant rail cannon located against the east wall starts charging.



So much for the battery, what about the Nemesis? The goal now is to drive the monster into the northwest corner of the room. The only way to drive the Nemesis to the desired location is to hit it as hard as you can with your toughest weapons—the rocket launcher, magnum, and mine thrower—until it retreats.

Once the Nemesis crawls into that corner, the rail cannon does the rest. After the battle, go to the door in the northeast corner of the room.

Note: If you choose to "Push Him Off" in Live Selection No. 8, you will miss Live Selection No. 9 altogether. If you choose "Jump Off" in Live Selection No. 8, you will get Live Selection Nos. 9 and 10.

Live Selection No. 10

Exterminate the Monster or Ignore it and Evacuate

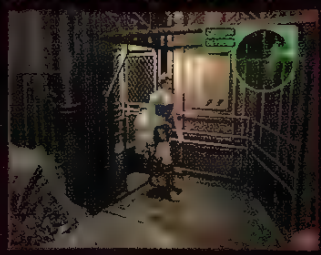
Option 10A: Exterminate the Monster

Option 10B: Ignore it and Evacuate

Regardless of your decision in Live Selection No. 10, go through the door in the northeast corner of the room.

Outside Now

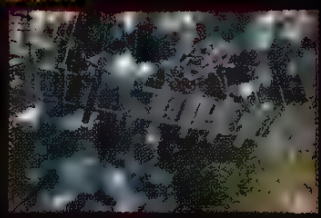
Operate the elevator controls (DF1F-19) and take the elevator up to the helicopter (DF1F-20).



You're outta there...but what about the other ending?

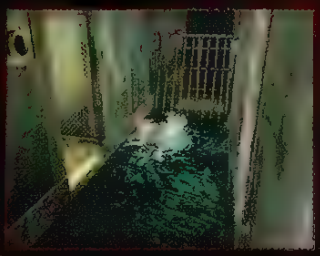
The Other Way In

Option 8B: Jump Off

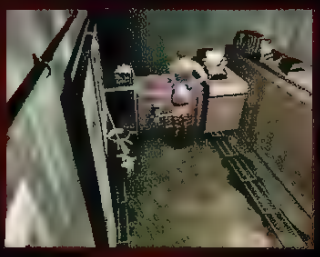


Note: The following events occur if you choose to "Jump Off" in Live Selection No. 8.

You jump off the bridge and land in the river below (P-12). Climb up the small waterfall and go up the ladder.



You land in the waterway inside of the Dead Factory (DF1F-8).



Climb up onto the ledge along the south wall and go into the Monitor Room (DF1F-9).

Water Sample

In the Monitor Room (DF1F-9), collect the Security Manual and the Water Sample. Exit the room through the door along the east wall.

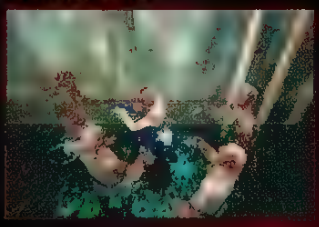
Water Sample Puzzle

Go down the stairs and collect the items (DF1F-10) and put the Water Sample in the water-quality device on the east wall. Time for some more puzzle solving!

This is the most frustrating puzzle in the game in that it hinges on trial-and-error. The object is to line up the different colored lines (A, B, and C) so they match the pattern shown at the top of the screen.

Note: For four possible solutions, please see the section "Four Possible Solutions" listed earlier in this ProStrategy Guide.

After you solve the puzzle, go up the stairs and into the Monitor Room (DF1F-9).



From the Monitor Room, go back to the waterway (DF1F-8), jump in the water, and climb the ledge along the north wall.

When you enter the next room (DF1F-7), there are four possible monster-attack scenarios. You could be attacked by three Hunters, three Brain Suckers, three Drain Deimos, or several zombies. When you first enter the room, stop and aim at the oil drum directly ahead of you. When a monster gets near the drum, shoot the drum—the drum explodes and takes out any nearby monsters.

Walk over to the staircase and blow the remaining monsters away. Climb the stairs and get the shotgun shells off the shelf against the east wall. Go to the elevator against the north wall (DF1F-6) and take it to the second floor.

When you get off the elevator (DF2F-5), blow away the zombies and get the Dead Factory Map off the west wall of (DF2F-4). You can also find the System Disk on the table and three Green Herbs by the railing along the east side of the room.

After the "incident" in the next hallway (DF2F-1), go to the Resting Room (DF2F-2).

Facility Key

Collect the items in the room, including the Manager's Diary and the Facility Key.

Steam-Valve Puzzle

In the room to the east of the Resting Room is a steam-valve puzzle (DF2F-3). Ignore the elevator along the north wall, but be sure and collect the two Blue Herbs along the west wall. Time for a little puzzle solving. To clear a path to the safety system control panel, you must press five switches in a certain order.

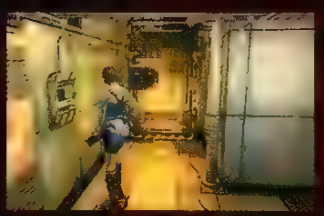
Note: Please see the section "Clear a Path" listed earlier in this ProStrategy Guide.

Once you've cleared a path to the safety system control panel, press the switch on the panel to supply power to the safety system. Press the first switch that you pressed one last time to clear a path and exit the room.

Prepare for the Fight

Go next door to the Resting Room (DF2F-2). Load up on health items, powerful weapons, and ammo—it's time to destroy the Nemesis once and for all. The weapon of choice is the grenade launcher loaded with freeze rounds; if not, acid or flame rounds. The magnum and 9mm handgun are also effective (but only with enhanced ammo). Also, do yourself a favor and save your game—and take the System Disk with you. Your destination is (DF2F-4).

In the outside hallway (DF2F-1) are two Drain Deimos. You know what to do.



Go through (DF2F-4), and, once you're inside (DF2F-11), insert the System Disk in the slot on the east wall. When you do, you automatically enter the Disposal Room (DF2F-12).

Note: Please see the sections "The Final Fight" up to (but not including) "After the Fight" listed earlier in this ProStrategy Guide.

Heading Out

Don't go into (DF2F-15) just yet. Instead, return to (DF2F-4) and take the elevator (DF2F-5) to the first floor.

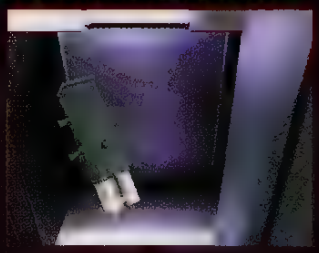
When you exit the elevator into (DF1F-7) be ready to blow away some monsters. Once you've cleaned house, go down the stairs and through the door along the south wall.

Go through the waterway (DF1F-8) and enter the Monitor Room (DF1F-9). Once you're inside, get the Facility Key from the chest and head back to the room where you solved the water-quality puzzle (DF1F-10). Insert the Facility Key into the slot on the wall in the southeast corner of the room.

Return to the Resting Room (DF2F-2). During the trip, be weary of monsters that have re-spawned in (DF1F-7) and zombies in (DF1F-4).

The Rocket Launcher

Remember the elevator that you saw in the room with the steam puzzle (DF2F-3)? Use the Umbrella Key Card to activate the elevator and take it down to (DF1F-13).



Collect the two items and then use the Facility Key to open the locker against the south wall. Take the rocket launcher. Return to the Resting Room (DF2F-2), stock up on pistol and shotgun rounds, and take the rocket launcher. This is also your last opportunity to save your game.

Go to the hallway (DF2F-1) outside the Resting Room and use the Umbrella Key Card to open the door along the south wall.

Blast the zombies, go up the steps, and collect the Green Herbs at the end of the passage (DF2F-14).

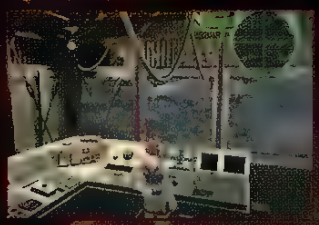
Bad News

When you arrive at (DF2F-15), examine the portable radar receiver, then try and exit the room.

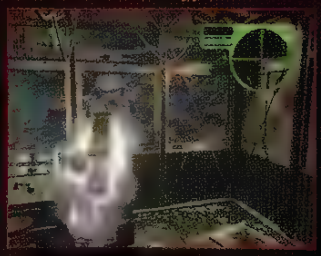
Live Selection No. 9

Negotiate with Nicholai or Return Fire to the Chopper

Option 9A: Negotiate with Nicholai

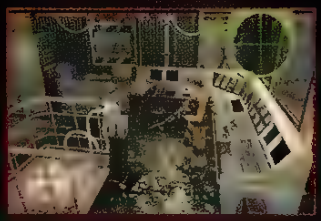


Option 9B: Return Fire to the Chopper



Basically, it doesn't matter what you decide to do with Nicholai—the only trade off with shooting down the chopper is that you have one less rocket available for the upcoming battle. If you do decide to "Return Fire to the Chopper," one round from the rocket launcher should do the trick.

Off to the End



When Carlos arrives, examine the ladder in the middle of the room.

Note: Please see the sections "Zombie Minefield" through to the end of the game.

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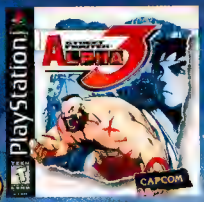

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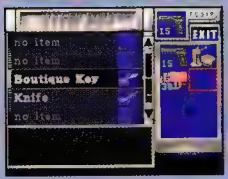
READER TIP OF THE MONTH

PlayStation

Resident Evil 3: Nemesis

Extra Outfits and Hidden Game

Extra Outfits: Finish the game and save the data to a memory card. You'll get a Boutique Key that unlocks a certain number of costumes depending on the rank you received at the end of the game. The higher your rank, the more outfits you'll be able to unlock. You can find the Boutique Key in any chest, and you can use it to open the Boutique located in the Uptown area near the Bar.



Hidden Game: Finish the game on Hard mode. After the ranking screen, a message, "You Can Play the Extra Game," will appear, followed by an Epilogue file. After the Epilogue file appears, save the game data to a memory card. Start a new game and load the data you just saved. You'll now be able to play the hidden mini-game, The Mercenaries: Operation Mad-Jackal.

PlayStation

Tomorrow Never Dies

All Weapons, Invincibility, and More

Enter any of the following codes while the game is paused:

All Weapons for Current Mission: Press **Select, Select,** ○, ○, **L1, L1, R1, R1.**

Bond Is Invincible and Can Walk Through Walls: Press **Select, Select,** ○, ○, △, △, △, △.

Invincibility: Press **Select, Select,** ○, ○, △, **Select.**

Maximum Health: Press **Select, Select,** ○, ○, **Up, Up, Select.**

Minimum Health: Press **Select, Select,** ○, ○, **Down, Down, Select.**

Skip to the Next Mission: Press **Select, Select,** ○, ○, **Select,** ○.

Turn On Onscreen Display: Press **Select, Select,** ○, ○, **Left, Right, Select.**

Mission Select: At the main menu, start a new game, then select the difficulty at the next screen. At the Select Mission screen, **press Select, Select,** ○, ○, **L1, L1,** ○, **L1, L1.** If you entered the code correctly, you'll hear a confirming sound. **Press and hold L1,** move the cursor onto any mission, and **press** × to play that mission.

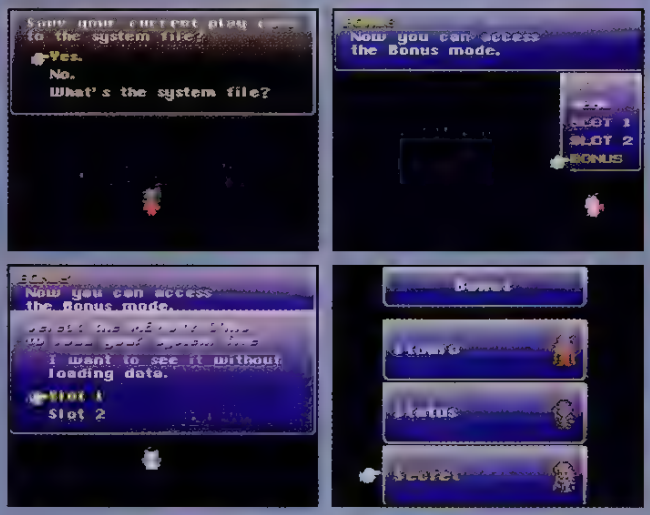
Movie Viewer: From the main menu, enter the Options. At the Options menu, **press Select, Select,** ○, ○, **L1, L1, L1, L1, L1, L1, L1, L1.** If you entered the code correctly, you'll hear a confirming sound. Highlight MOV: and **press Left or Right** to select any cinema cut-scene from the game.

Eric-Glen Mariano
Ewa Beach, HI

PlayStation

Final Fantasy Anthology

Bonus Mode in Final Fantasy VI



Finish the game, Final Fantasy VI, and, when you're asked to "Save the current play data to the system file?," select "Yes" to save the data to a memory card. After the rendered cinema and the words "The End" appear onscreen, reset the PlayStation. At the New Game menu, enter Bonus and load the saved data from your memory card. Now you can enter all menus and sub-menus that were previously locked.

Dreamcast

NBA 2K

Big Players and Hidden Message

Enter the Options menu, then go into Codes. Input any of the following codes to activate these cheats:

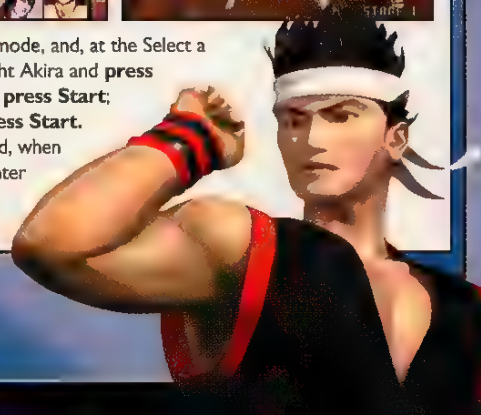
Big Players:	MONSTER
Hidden Message:	HIMOM

Dreamcast

Virtua Fighter 3tb

Play as the Alphabet Man

Start a game in Normal mode, and, at the Select a Character screen, highlight Akira and **press Start**; highlight Lion and **press Start**; then highlight Pai and **press Start.** Choose any character, and, when the fight begins, your fighter will be comprised of letters from the alphabet.



Dreamcast

TrickStyle

Big Heads, Always Win, and More

At the main menu, enter the Options, then go into Enter Cheat. Input any of the following codes to activate these cheats:

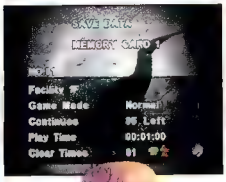
Always Win:	TEAROUND
Big Heads:	INFLATEDEGO
Infinite Power-Up Moves:	TRAVOLTA
Infinite Time:	IWISH
Win Everything:	CITYBEACONS

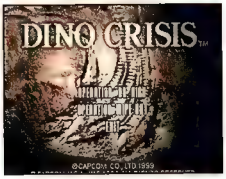
PlayStation

Dino Crisis

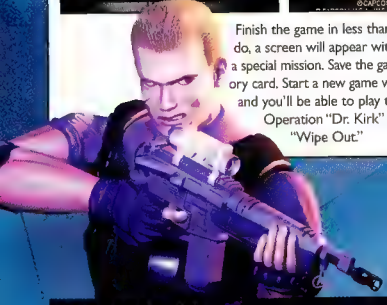
Extra Games

Excellent. Your performance was outstanding.
Now, I have a special mission for you.
Although the challenges the next mission presents will be extreme, I am confident in your abilities.
Good luck!





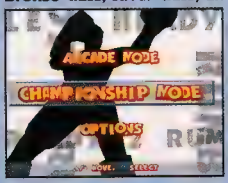
Finish the game in less than five hours. If you do, a screen will appear with a message about a special mission. Save the game data to a memory card. Start a new game with the saved data, and you'll be able to play two extra games: Operation "Dr. Kirk" and Operation "Wipe Out."



Nintendo 64

Ready 2 Rumble Boxing

Bronze Class, Silver Class, and More



At the main menu, select Championship mode, then start a new game. Enter any of the following passwords to activate these cheats:

Bronze Class:	BRONZE

Note: This password unlocks the boxer Kemo Claw in Arcade mode.

Champ Class:	CHAMP

Note: This password unlocks Damien Black in Arcade mode.

Gold Class:	GOLD

Note: This password unlocks the boxer Nat Daddy in Arcade mode.

Silver Class:	SILVER

Note: This password unlocks the boxer Bruce Blade in Arcade mode.

Nintendo 64

Paperboy

Rocket Boosters, Screaming Obstacles, and More

From the main menu, select Options, then select Secret Codes. Highlight Enter New Code and **press A**. Input the following passwords into the Type-O-Matic to activate these cheats.

Big Newspapers:	SUNDAY
Frame-by-Frame Mode:	UNTIMED

Note: To advance to the next frame, press right-C during the game.

Infinite Papers on All Levels:	NOBUNDLE
Invincibility:	INVINC
Invisible Obstacles:	JUMBLE
Near-Sighted Mode:	MAGOO
Rocket Boosters:	GOFAST
Screaming Obstacles:	SCREAM
Slow-Motion Mode:	WAKING
Small Paperboy/Papergirl:	LITTLE
Super Jump:	MOON
Super Jump Springs:	ALLJUMP
Throw Papers Backward:	BACKWARD
Turbo Mode:	RUSH
View All Headlines:	HEADLINE

Dreamcast

Expendable

Level Select, Invincibility, and More

Pause the game and enter any of the following button presses:

3 Extra Lives: Press A, B, X, Y, L, R, Up, Down, Left, Right.

20 Extra Grenades: Press Down, Down, Down, Down, Down, Up, Up, Up, Up, R.

Go to the End of the Game: Press L, R, L, R, Left, Right, Left, Right, Y, X.

Invincibility: Press Up, Down, Left, Right, X, Up, Down, Left, Right, Y.

Level Select: Press Up, Down, Up, Down, Up, Down, Left, Right, Right, Y.

Note: Return to the main menu, and you can find "Select Level" at the bottom of the menu.

Level Skip: Press Y, Y, X, X, L, R, Down, Down, Up, Up.

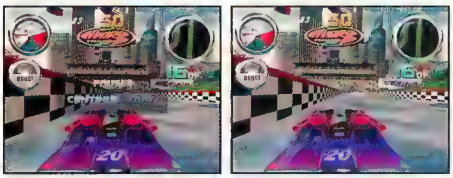
More Credits: Press A, B, Left, A, B, Right, B, A, Down, R.

Over-the-Shoulder View: Press L, Left, R, Right, X, X, Down, Down, R, L.

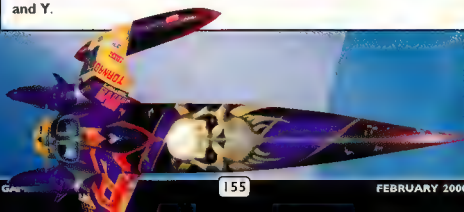
Dreamcast

Hydro Thunder

"Clean" Pause



Pause the game, and, while the game is paused, **simultaneously press X and Y.**



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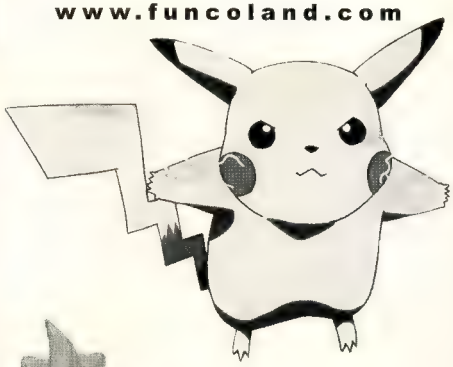

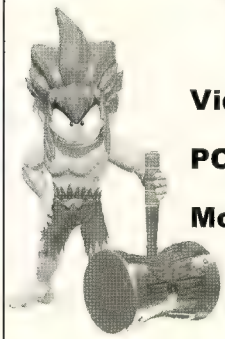

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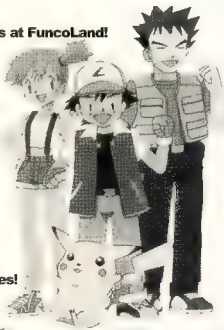

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PlayStation

Knockout Kings 2000

Hidden Boxers

At the main menu, enter Career mode. At the following screen, select Create New Boxer, then enter the following names to play as these boxers.

Note. A _ designates a blank space.

Tim_Duncan	Jermaine_Dupri
Marc_Ecko	Gargoyle
Ed_Mahone	O
Q_Tip	Roswell
Shmacko	Marlon Wayans

PlayStation

Twisted Metal 4

Special Attack Quick Recharge

Enter the Options, and then select Password. Input the following password:

△ L1 ↓ △ ↑

Start a game in Tournament mode and select your car. When the match begins, your Special Attack will recharge faster than it normally would.

Clifton Butler
via the Internet

Dreamcast

The King of Fighters Dream Match 1999

Alternate Characters, Another Survivor, and More

Alternate Characters: At the fighter-select screen, highlight the fighters listed below, **press and hold Start, then press A** to play as that fighter with their special moves from another SNK game:

Character	Game
Andy Bogard:	The King of Fighters '95
Terry Bogard:	The King of Fighters '95
Robert Garcia:	The Art of Fighting 2
Joe Higashi:	The King of Fighters '95
Billy Kane:	Real Bout 2 Fatal Fury 2
Kyo Kusanagi:	The King of Fighters '95
Omega Rugal:	The King of Fighters '95
Ryo Sakazaki:	The Art of Fighting 2
Yuri Sakazaki:	The Art of Fighting 2
Mai Shiranui:	Real Bout Fatal Fury 2

Another Survivor: Complete a game in Survivor mode—when you do, you'll see a screen that says "Another Survivor Start + A." At the Mode Select screen, highlight Survivor, **press and hold Start, then press A** to play a more difficult version of the Survivor mode.

"Clean" Pause: Pause the game, then **simultaneously press X and Y.**

Nintendo 64

Knockout Kings 2000

Big Gloves Mode and Easy Training

Big Gloves Mode: Pause the game and **press top-C, bottom-C, top-C, top-C, bottom-C**. If you entered the code correctly, the bell will ring five times. Unpause that game, and the boxers will have big gloves.

Easy Training: Start a game in Career mode. At the Career Rankings screen, select Training mode, then select Offense. While training, use the following moves to hit the blue opponent: **Simultaneously press Down and A, simultaneously press Down and A, simultaneously press Down and B, simultaneously press Down and B**. Repeat the sequence until you've hit your opponent 30 times.

Nintendo 64

WinBack: Covert Operations

All Characters in Versus Mode

At the title screen, while the words "Press Start" are flashing, **press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, press and hold top-C, then press Start.** If you entered the code correctly, you'll be able to play as any character in Versus mode.

Dreamcast

Toy Commander

Heavy Weapons, Open All Rooms, and More

Pause the game and enter any of the following codes. If you enter the code correctly, you'll hear a confirming sound.

99 Rounds of Heavy Ammunition: Press and hold L, then press A, B, X, Y, B, A.

Heavy Weapons: Press and hold L, the press X, A, Y, B, A, X.

Open All Rooms: Press and hold L, then press A, Y, X, B, Y, X.

Repair Toy: Press and hold L, then press A, X, B, Y, A, Y

Unlimited Machine-Gun Ammo: Press and hold L, then press B, A, Y, X, A, B.

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Mystery Word Grid

	H				
		E			
P	I	N	C	H	W
	R				
S					

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS .....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND .....R	PRESS .....E	DREAM .....O
CRUSH I	SCORE .....H	SLANT L	CHASE .....P

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7. South Park: Chef's Luv Shack
8. Castlevania: Legacy of Darkness
9. Resident Evil 2
10. Turok: Rage Wars
11. Knockout Kings 2000
12. Rayman 2: The Great Escape
13. NBA Live 2000
14. BattleTanx: Global Assault
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17. Road Rash 64
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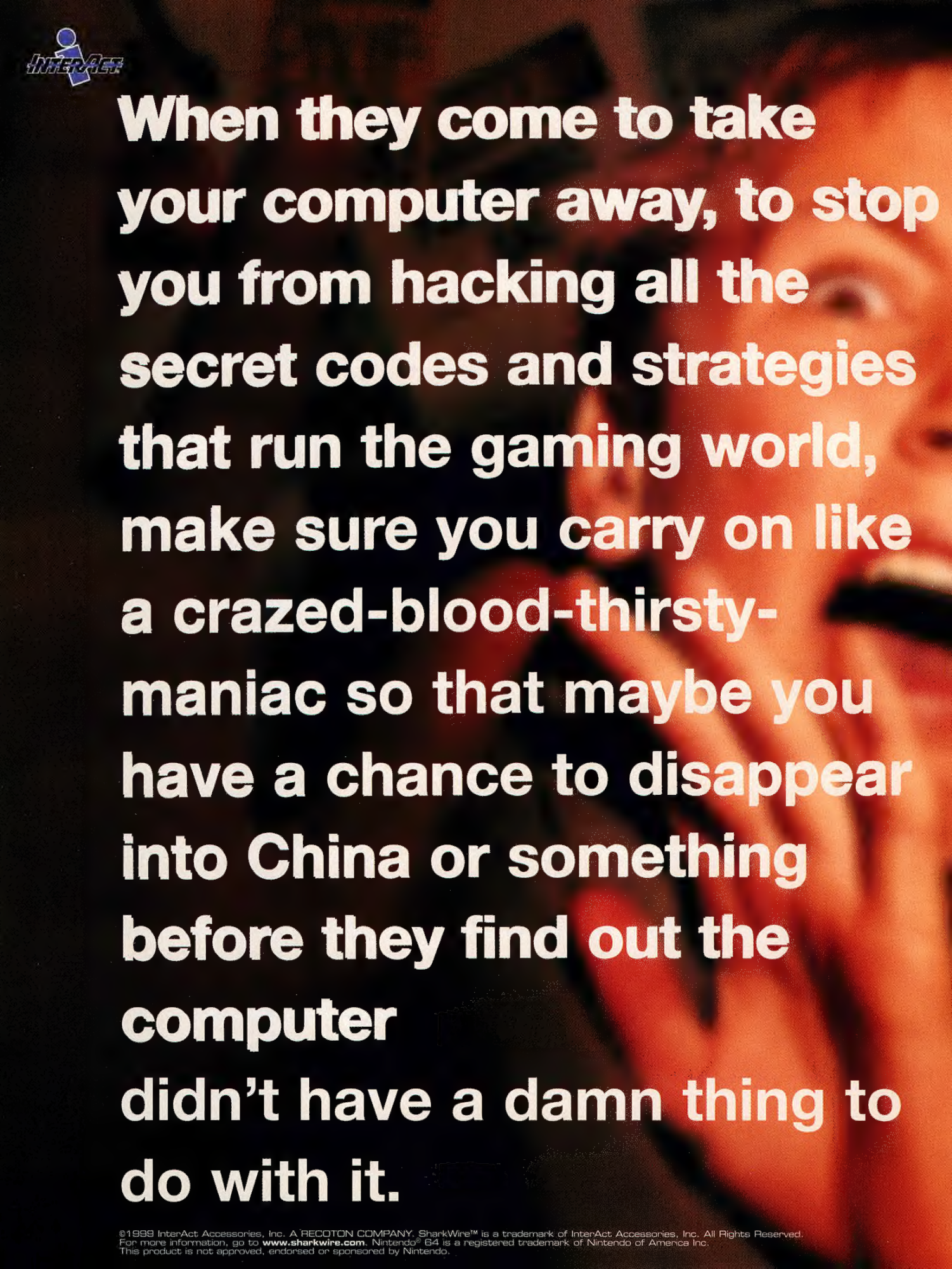
Major Mike's Can't Miss List

Major Mike is sick of the cold (and of schooling Lamchop in Marvel vs. Capcom). He can't wait for the warm spring weather to roll in. In the meantime, he'll just have to make due with these hot games...

1. Resident Evil 3: Nemesis *(PlayStation)*
2. Doom: Custom PlayStation Edition *(PlayStation)*
3. Final Fantasy Anthology *(PlayStation)*
4. Marvel vs. Capcom *(Dreamcast)*
5. Power Stone *(Dreamcast)*
6. Metal Gear Solid *(PlayStation)*
7. Einhänder *(PlayStation)*
8. Dino Crisis *(PlayStation)*
9. Bust-A-Move 2: Arcade Edition *(PlayStation)*
10. Revelations: Persona *(PlayStation)*


When they come to take your computer away, to stop you from hacking all the secret codes and strategies that run the gaming world, make sure you carry on like a crazed-blood-thirsty-maniac so that maybe you have a chance to disappear into China or something before they find out the computer
didn't have a damn thing to do with it.

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Suddenly, you know too much.

Eventually they will come. But remember this: they're run by bureaucracy and red tape which causes them to exhibit a tremendous amount of stupidity and tunnel vision when they arrive. They'll never suspect that a simple modem and keyboard that plug into your Nintendo® 64 game system could allow you to go online, hack into all the codes and strategies that run the gaming world and e-mail them to your friends. Of course, there's one other small thing to remember. They've got nothing better to do than hunt you down for the rest of your life.

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I
am
sure
we did
get a bit
of air at the
top. Could be
that I punched
it a little too hard.
But my passenger,
Holy Joe the preacher
wigged out, man. Starts
shouting and cussing like
a teamster with Tourette's.
Anyway, we land, and there's
this damn cable car coming, so
I jump that, and then we're in the
other lane with oncoming traffic, so
trying to be responsible, I go up on the
sidewalk. But only for three or four blocks, and everyone got out
of my way, even that bag lady. Next thing I know we're sitting in
the frickin' bay. Maybe it's my brakes... crazytaxi .com

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